

Dragon Elves

2300 / 2300 VALID

Elves [2300]

Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [265] <i>Special Rules:</i> Crushing Strength(1),Elite(Melee) <i>Keywords:</i> Elf	6	3+	-	4+	4	25	22/24	2	[265]
Inf Horde (40) [265] <i>Special Rules:</i> Crushing Strength(1),Elite(Melee) <i>Keywords:</i> Elf	6	3+	-	4+	4	25	22/24	2	[265]

Drakon Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [275] <i>Special Rules:</i> Crushing Strength(1),Elite(Melee),Fly, Thunderous Charge(1) <i>Keywords:</i> Elf, Draconic	10	3+	-	5+	3	18	15/17	4	[275]
Lrg Cav Horde (6) [275] <i>Special Rules:</i> Crushing Strength(1),Elite(Melee),Fly, Thunderous Charge(1) <i>Keywords:</i> Elf, Draconic	10	3+	-	5+	3	18	15/17	4	[275]

Bolt Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [80] Bolt Thrower (48", Blast(D3),Elite(Ranged),Piercing(2),Reload) <i>Special Rules:</i> Null Void Bolts <i>Keywords:</i> Elf, Kindred	6	0+	4+	4+	0	2	10/12	2	[80]
WE 1 [80] Bolt Thrower (48", Blast(D3),Elite(Ranged),Piercing(2),Reload) <i>Special Rules:</i> Null Void Bolts <i>Keywords:</i> Elf, Kindred	6	0+	4+	4+	0	2	10/12	2	[80]

Elven King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [100] <i>Special Rules:</i> Crushing Strength(1),Elite(Melee),Individual, Inspiring, Mighty <i>Keywords:</i> Elf	6	3+	-	5+	0	5	13/15	2	[100]

Elven Archmage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [95] Lightning Bolt (5) <i>Special Rules:</i> Individual, Master of Magic <i>Keywords:</i> Elf	6	5+	-	4+	0	1	11/13	2	[60] [35]

Dragon Kindred Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [335] Boots of Levitation Dragon's Breath (12", Steady Aim) <i>Special Rules:</i> Crushing Strength(3),Elite(Melee),Fly, Inspiring, Nimble <i>Keywords:</i> Draconic, Elf	10	3+	4+	5+	1	10	17/19	6	[305] [30]

[F] The Swirling Tempests, Drakon Riders (Kal'ar's Hunters) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [180] <i>Special Rules:</i> Crushing Strength(1),Elite(Melee),Fly, Nimble, Spellward, Thunderous Charge(1) <i>Keywords:</i> Elf	10	3+	-	5+	2	9	12/14	4	[180]

[F] The Swirling Tempests, Drakon Riders (Kal'ar's Hunters) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [180] <i>Special Rules:</i> Crushing Strength(1),Elite(Melee),Fly, Nimble, Spellward, Thunderous Charge(1) <i>Keywords:</i> Elf	10	3+	-	5+	2	9	12/14	4	[180]

[F] Kal'ar Drakonkin, Lord on Drakon (Kal'ar's Hunters) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [170] <i>Special Rules:</i> Crushing Strength(1),Elite(Melee),Fly, Inspiring, Nimble, Rampage(Melee D3),Spellward, Thunderous Charge(1) <i>Keywords:</i> Draconic, Elf	10	3+	-	5+	1	5	13/15	4	[170]

Total Units: 12
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 20

Custom Rule	Description
Master of Magic	This unit can re-roll all to hit rolls of a natural, unmodified 1 with Bane Chant, Heal, Hex, Lightning Bolt, Mind Fog,

Surge and Wind Blast.

Null Void Bolts Enemy units that suffer 1 or more damage from this unit's ranged attack gain the Spellward special rule until the end of its following turn.

Special Rule	Description
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

Spell	Description	Special Rules
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.