

James Mitchell - Clash of Kings

2300 / 2300 VALID


Elves [2300]

Kindred Gladstalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [185]	6	3+	4+	3+	3	12	14/16	2	[185]
Bows (24", Steady Aim)									
Special Rules: <i>Elite, Pathfinder, Scout</i> Keywords: <i>Elf, Kindred, Tracker</i>									
Inf Regiment (20) [185]	6	3+	4+	3+	3	12	14/16	2	[185]
Bows (24", Steady Aim)									
Special Rules: <i>Elite, Pathfinder, Scout</i> Keywords: <i>Elf, Kindred, Tracker</i>									

Therennian Sea Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [150]	6	4+	5+	4+	3	12	14/16	2	[150]
Bows (24", Steady Aim)									
Special Rules: <i>Elite(Melee), Phalanx</i> Keywords: <i>Elf</i>									
Inf Horde (40) [280]	6	4+	5+	4+	4	25	21/23	2	[260]
Hammer of Measured Force									
Bows (24", Steady Aim)									
Special Rules: <i>Elite(Melee), Phalanx</i> Keywords: <i>Elf</i>									

Silverbreeze Cavalry*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) [115]	10	4+	4+	4+	1	7	11/13	3	[115]
Shortbows (18", Elite(Ranged), Steady Aim)									
Special Rules: <i>Nimble</i> Keywords: <i>Elf</i>									
Cav Regiment (10) [180]	10	4+	4+	4+	2	14	14/16	3	[180]
Shortbows (18", Elite(Ranged), Steady Aim)									
Special Rules: <i>Nimble</i> Keywords: <i>Elf</i>									

Stormwind Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [265]	9	3+	-	5+	3	16	15/17	3	[210]
Quicksilver Lancers									
Brew of Strength									
Special Rules: <i>Elite(Melee), Thunderous Charge(2), Nimble, Crushing Strength(1)</i> Keywords: <i>Elf</i>									

Drakon Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [290]	10	3+	-	5+	3	18	15/17	4	[275]
Sir Jesse's Boots of Striding									
Special Rules: <i>Crushing Strength(1), Elite(Melee), Fly, Thunderous Charge(1)</i> Keywords: <i>Elf, Draconic</i>									

Elven Archmage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [125]	6	5+	-	4+	0	1	11/13	2	[60]
Conjurer's Staff									
Bane Chant (2)									
Lightning Bolt (5)									
Special Rules: <i>Individual, Master of Magic</i> Keywords: <i>Elf</i>									
Hero (Cav) 1 Spellcaster 3 [150]	9	5+	-	4+	0	1	11/13	3	[60]
Horse Mount									
Boots of Levitation									
Alchemist's Curse[1](4)									
Special Rules: <i>Individual, Master of Magic</i> Keywords: <i>Elf</i>									

King's Champion [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [145]	7	3+	-	5+	0	7	14/16	2	[145]
Special Rules: <i>Aura(Fury - Kindred only), Crushing Strength(1), Duelist, Elite(Melee), Individual, Mighty, Phalanx, Very Inspiring</i> Keywords: <i>Elf, Kindred</i>									

Lord on Drakon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [160]	10	3+	-	5+	1	5	13/15	4	[160]
Special Rules: <i>Crushing Strength(1), Elite(Melee), Fly, Inspiring, Nimble, Thunderous Charge(1)</i> Keywords: <i>Draconic, Elf</i>									

Argus Rodinar [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [70]	6	0+	-	5+	0	0	-/13	2	[70]
Special Rules: <i>Individual, Inspiring, Altar of the Elements, Master Strategist</i> Keywords: <i>Elf, Shrine</i>									

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

23

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.
Altar of the Elements	As long as this unit is present and in play on the table, at the start of each of your ranged phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The unit is granted the Inspiring special rule until the start of your next turn.
Master Strategist	As long as this unit is present and in play on the table, once per Turn the unit's player may re-roll a single dice that failed to either hit or damage with any Friendly Core unit, regardless of range and Line of Sight to Argus.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.