

Dragon Lords

Elves [2300]

2300 / 2300 VALID

Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [315] Two-handed Weapons Crystal Pendent of Retribution Special Rules: <i>Elite(Melee),Crushing Strength(1)</i> Keywords: <i>Elf, Warhost</i>	6	3+	-	4+	4	25	22/24	2	[265] [0] [50]

Stormwind Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [245] Quicksilver Lancers Pipes of Terror Special Rules: <i>Elite(Melee),Thunderous Charge(2),Nimble, Brutal</i> Keywords: <i>Elf</i>	9	3+	-	5+	3	16	15/17	3	[210] [25] [10]

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

Dragon Kindred Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [305] Dragon's Breath (12", Steady Aim) Special Rules: <i>Crushing Strength(3),Elite(Melee),Fly, Inspiring, Nimble</i> Keywords: <i>Draconic, Elf</i>	10	3+	4+	5+	2	10	17/19	6	[305]
Hero (Titan) 1 [305] Dragon's Breath (12", Steady Aim) Special Rules: <i>Crushing Strength(3),Elite(Melee),Fly, Inspiring, Nimble</i> Keywords: <i>Draconic, Elf</i>	10	3+	4+	5+	2	10	17/19	6	[305]
Hero (Titan) 1 [305] Dragon's Breath (12", Steady Aim) Special Rules: <i>Crushing Strength(3),Elite(Melee),Fly, Inspiring, Nimble</i> Keywords: <i>Draconic, Elf</i>	10	3+	4+	5+	2	10	17/19	6	[305]

Total Units: 8 **Total Unit Strength:** 22
Total Primary Core Points: 2300 (100.0%)

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
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.
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.
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.
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).

Artefact	Description
Pipes of Terror	This unit gains the Brutal special rule.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6inches for their Regroup action, because they are deterred by the huge explosion.