


Elves [2300]

Kindred Gladestalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [190]	6	3+	4+	3+	2	12	14/16	2	[185]
Fire-Oil Bows (24", Steady Aim) Special Rules: <i>Elite, Pathfinder, Scout, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration)</i> Keywords: <i>Elf, Kindred, Tracker</i>									
Inf Regiment [185]	6	3+	4+	3+	2	12	14/16	2	[185]
Bows (24", Steady Aim) Special Rules: <i>Elite, Pathfinder, Scout</i> Keywords: <i>Elf, Kindred, Tracker</i>									
Inf Regiment [185]	6	3+	4+	3+	2	12	14/16	2	[185]
Bows (24", Steady Aim) Special Rules: <i>Elite, Pathfinder, Scout</i> Keywords: <i>Elf, Kindred, Tracker</i>									

Silverbreeze Cavalry*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [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 Troop [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>									

Drakon Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [165]	10	3+	-	5+	2	9	12/14	4	[165]
Special Rules: <i>Crushing Strength(1), Elite(Melee), Fly, Thunderous Charge(1)</i> Keywords: <i>Elf, Draconic</i>									
Lrg Cav Regiment [165]	10	3+	-	5+	2	9	12/14	4	[165]
Special Rules: <i>Crushing Strength(1), Elite(Melee), Fly, Thunderous Charge(1)</i> Keywords: <i>Elf, Draconic</i>									
Lrg Cav Horde [320]	10	2+	-	5+	3	18	15/17	4	[275]
Brew of Sharpness 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 [120]	6	5+	-	4+	0	1	11/13	2	[60]
The Boomstick Lightning Bolt (7) Special Rules: <i>Individual, Master of Magic</i> Keywords: <i>Elf</i>									
Hero (Inf) 1 Spellcaster 3 [105]	6	5+	-	4+	0	1	11/13	2	[60]
Conjurer's Staff Lightning Bolt (5) Special Rules: <i>Individual, Master of Magic</i> Keywords: <i>Elf</i>									

Argus Rodinar [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [75]	6	0+	-	5+	1	0	-/13	2	[75]
Special Rules: <i>Inspiring, Altar of the Elements, Master Strategist</i> Keywords: <i>Elf, Shrine</i>									

[F] The Swirling Tempests, Drakon Riders (Kal'ar's Hunters) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [200]	11	3+	-	5+	2	9	12/14	4	[180]
Brew of Haste Special Rules: <i>Crushing Strength(1), Elite(Melee), Fly, Nimble, Spellward, Thunderous Charge(1)</i> Keywords: <i>Elf</i>									

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

[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 [180]	10	3+	-	5+	1	5	13/15	4	[170]
Pipes of Terror									[10]
Special Rules: <i>Crushing Strength(1),Elite(Melee),Fly, Inspiring, Nimble, Rampage(Melee D3),Spellward, Thunderous Charge(1),Brutal</i>									
Keywords: <i>Draconic, Elf</i>									

Total Units: 14 **Total Unit Strength:** 21
Total Primary Core Points: 2300 (100.0%)

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
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.
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.
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.
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.
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.
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
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
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.
Pipes of Terror	This unit gains the Brutal special rule.
Brew of Haste	This unit increases its Speed stat by +1.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.