

# Elves Ambush Alpha

750 / 750 VALID

## Elves [750]

Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [165]</b>	6	3+	-	4+	3	12	16/17	2	[160]
Two-handed Weapons									
Staying Stone									
<b>Special Rules:</b> <i>Elite(Melee),Crushing Strength(1)</i> <b>Keywords:</b> <i>Elf, Warhost</i>									

Therennian Sea Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [150]</b>	6	4+	5+	4+	3	12	14/16	2	[150]
Bows (24", Steady Aim)									
<b>Special Rules:</b> <i>Elite(Melee),Phalanx</i> <b>Keywords:</b> <i>Elf</i>									

Kindred Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Troop [80]</b>	6	4+	-	4+	1	10	10/12	2	[80]
<b>Special Rules:</b> <i>Elite(Melee)</i> <b>Keywords:</b> <i>Elf, Kindred, Warhost</i>									

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

Lord on Drakon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Cav) 1 [175]</b>	10	3+	-	5+	1	5	13/15	4	[160]
Trickster's Wand									
Hex (2)									
<b>Special Rules:</b> <i>Crushing Strength(1),Elite(Melee),Fly, Inspiring, Nimble, Thunderous Charge(1)</i> <b>Keywords:</b> <i>Draconic, Elf</i>									

**Total Units:** 5      **Total Unit Strength:** 10  
**Total Primary Core Points:** 750 (100.0%)

Special Rule	Description
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.
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.
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
<b>Hex</b> Range: 30"	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next	

Enemy Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.

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Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.