

Bannerhall - New edition, new elf (shooting is for cowards!)

2300 / 2300 VALID

1st Battalion

Lord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav) Horse Special Rules: <i>Crushing Strength(1), Elite(Combat), Individual, Inspiring, Thunderous Charge(1)</i>	9	3+	-	5+	2	5	15	3	[175] [30]

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf) Special Rules: <i>Elite(Combat), Individual, Very Inspiring, Yielding</i>	6	4+	-	4+	1	1	12	2	[80]

Kindred Tallspears	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment Special Rules: <i>Elite(Combat), Phalanx</i> Traits: <i>Kindred</i>	6	4+	-	4+	2	15	16	2	[120]
Core Inf Regiment Special Rules: <i>Elite(Combat), Phalanx</i> Traits: <i>Kindred</i>	6	4+	-	4+	2	15	16	2	[120]
Core Inf Regiment Special Rules: <i>Elite(Combat), Phalanx</i> Traits: <i>Kindred</i>	6	4+	-	4+	2	15	16	2	[120]
Core Inf Regiment Special Rules: <i>Elite(Combat), Phalanx</i> Traits: <i>Kindred</i>	6	4+	-	4+	2	15	16	2	[120]

Critters [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop Special Rules: <i>Fly, Height(1), Pathfinder, Vicious(Combat)</i> Traits: <i>Sylvan</i>	6	5+	-	2+	1	12	11	1	[65]

Stormwind Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop Special Rules: <i>Elite(Combat), Thunderous Charge(3)</i>	9	3+	-	5+	1	9	13	3	[145]
Core (Aux) Cav Troop Special Rules: <i>Elite(Combat), Thunderous Charge(3)</i>	9	3+	-	5+	1	9	13	3	[145]

Drakon Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Troop Special Rules: <i>Crushing Strength(1), Elite(Combat), Fly, Thunderous Charge(1)</i>	9	3+	-	5+	1	9	14	4	[165]
Support Lrg Cav Troop Special Rules: <i>Crushing Strength(1), Elite(Combat), Fly, Thunderous Charge(1)</i>	9	3+	-	5+	1	9	14	4	[165]

2nd Battalion

Lord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav) Horse Special Rules: <i>Crushing Strength(1), Elite(Combat), Individual, Inspiring, Thunderous Charge(1)</i>	9	3+	-	5+	2	5	15	3	[175] [30]

Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde Brew of Strength Special Rules: <i>Crushing Strength(2), Elite(Combat)</i> Traits: <i>Kindred</i>	6	3+	-	5+	4	25	25	2	[305] [40]

Stormwind Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment Sir Jesse's Boots of Striding Special Rules: <i>Elite(Combat), Thunderous Charge(3)</i>	9	3+	-	5+	2	18	16	3	[235] [15]

Drakon Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Troop Special Rules: <i>Crushing Strength(1), Elite(Combat), Fly, Thunderous Charge(1)</i>	9	3+	-	5+	1	9	14	4	[165]

Total Units:
Total Points:

15
2300

Total Unit Strength:

25

Command Order	Target	Description
Hunting Cat	4	Units with the Kindred Trait only. The unit may make a ranged attack with the following profile (12", Att: 6) and this hits on a 3+ regardless of modifiers.
Rodinar's Presence	4	The unit gains the Headstrong and Inspiring (Self) special rules until the start of its next Turn.

Special Rule	Description
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.