


Elves [2300]

Palace Guard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [265]	6	3+	-	4+	4	25	22/24	2	[265]
<i>Special Rules: Crushing Strength(1), Elite(Melee) Keywords: Elf</i>									

Forest Guard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [105]	6	3+	-	4+	1	10	11/13	2	[105]
<i>Special Rules: Elite(Melee), Pathfinder, Thunderous Charge(1) Keywords: Elf, Tracker</i>									

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

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

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

Elven Archmage Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [125]	6	5+	-	4+	0	1	11/13	2	[60]
Amulet of the Fireheart									
Bane Chant (2)									
Lightning Bolt (5)									
<i>Special Rules: Individual, Master of Magic Keywords: Elf</i>									
1 Spellcaster 3 [135]	6	5+	-	4+	0	1	11/13	2	[60]
Inspiring Talisman									
Bane Chant (2)									
Lightning Bolt (5)									
<i>Special Rules: Individual, Master of Magic, Inspiring Keywords: Elf</i>									

Lord on Drakon Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [170]	10	3+	-	5+	1	5	13/15	4	[160]
Pipes of Terror									
<i>Special Rules: Crushing Strength(1), Elite(Melee), Fly, Inspiring, Nimble, Thunderous Charge(1), Brutal Keywords: Draconic, Elf</i>									

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

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

[F] Kal'ar Drakonkin, Lord on Drakon (Kal'ar's Hunters) [1] Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [185]	10	3+	-	5+	1	5	13/15	4	[170]
Trickster's Wand Hex (2)									[15]
<i>Special Rules:</i> Crushing Strength(1),Elite(Melee),Fly, Inspiring, Nimble, Rampage(Melee D3),Spellward, Thunderous Charge(1) Keywords: Draconic, Elf									

Total Units: 13 **Total Unit Strength:** 23
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.

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. 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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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
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.	
Hex	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and	

Range: 30"
Enemy

receives two points of damage each time it scores a hit with a spell until the end of its next 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.

Lightning Bolt
Range: 24"
Enemy

Roll to damage the enemy as normal.

Piercing(1), Hits
on a 5+ against
units in Cover.

Artefact	Description
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Pipes of Terror	This unit gains the Brutal special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
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.
Inspiring Talisman	The unit gains the Inspiring special rule.