

Keith Randall Adepticlash 2023

2300 / 2300 VALID

Elves [2300]

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
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>									
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>									

Stormwind Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [245]	9	3+	-	5+	4	16	15/17	3	[210]
Quicksilver Lancers									
Orb of Towering Presence									
<i>Special Rules: Elite(Melee),Thunderous Charge(2),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>									
Horde (6) [285]	10	3+	-	5+	3	18	15/17	4	[275]
Mead of Madness									
<i>Special Rules: Crushing Strength(1),Elite(Melee),Fly, Thunderous Charge(1),Wild Charge(1) Keywords: Elf, Draconic</i>									

Elven Archmage Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [150]	9	5+	-	4+	0	1	11/13	3	[60]
Horse Mount									
Boots of Levitation									
Alchemist's Curse[1](4)									
<i>Special Rules: Individual, Master of Magic Keywords: Elf</i>									

Argus Rodinar [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [70]	6	0+	-	5+	0	0	-/13	2	[70]
<i>Special Rules: Individual, Inspiring, Altar of the Elements, Master Strategist Keywords: Elf, Shrine</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 [170]	10	3+	-	5+	1	5	13/15	4	[170]
<i>Special Rules: Crushing Strength(1),Elite(Melee),Fly, Inspiring, Nimble, Rampage(Melee D3),Spellward, Thunderous Charge(1) Keywords: Draconic, Elf</i>									

Total Units:
Total Primary Core Points:

12
2300 (100.0%)

Total Unit Strength:

25

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
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).
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
Alchemist's Curse[1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

Artefact	Description
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Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.
