

# Zess Williams - Fire and Maneuver

2300 / 2300 VALID

## Elves [2300]

Palace Guard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [305]	6	3+	-	4+	4	25	22/24	2	[265]
Brew of Strength									[40]
<i>Special Rules: Crushing Strength(2), 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 Gladstalkers 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>									
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>									

Forest Shamblers* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120]	6	4+	-	5+	2	9	-/14	3	[120]
<i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Verdant</i>									
Regiment (3) [120]	6	4+	-	5+	2	9	-/14	3	[120]
<i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Verdant</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>									

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]
Chalice of Wrath									[15]
<i>Special Rules: Crushing Strength(1), Elite(Melee), Fly, Thunderous Charge(1), Fury Keywords: Elf, Draconic</i>									
Horde (6) [290]	10	3+	-	5+	3	18	15/17	4	[275]
Dwarven Ale									[15]
<i>Special Rules: Crushing Strength(1), Elite(Melee), Fly, Thunderous Charge(1), Headstrong 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									[25]
Boots of Levitation									[30]
Alchemist's Curse[1](4)									[35]
<i>Special Rules: Individual, Master of Magic Keywords: Elf</i>									
1 Spellcaster 3 [115]	6	5+	-	4+	0	1	11/13	2	[60]
Bane Chant (2)									[20]
Lightning Bolt (5)									[35]
<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>									

Total Units:

13

Total Unit Strength:

26

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
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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>Bane Chant</b> 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.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Alchemist's Curse[1]</b> 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
Chalice of Wrath	The unit gains the Fury special rule.

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Dwarven Ale	The unit gains the Headstrong special rule.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.

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