


**Elves [2300]**

Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [270] Two-handed Weapons Staying Stone	6	3+	-	4+	4	25	23/24	2	[265] [0] [5]
<b>Special Rules:</b> Elite(Melee),Crushing Strength(1) <b>Keywords:</b> Elf, Warhost									

Forest Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [100]	6	3+	-	4+	1	10	11/13	2	[100]
<b>Special Rules:</b> Elite(Melee),Pathfinder, Thunderous Charge(1) <b>Keywords:</b> Elf, Tracker, Warhost									

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

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

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

Elven Archmage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [135] Inspiring Talisman Bane Chant (2) Lightning Bolt (5)	6	5+	-	4+	0	1	11/13	2	[60] [20] [20] [35]
<b>Special Rules:</b> Individual, Master of Magic, Inspiring <b>Keywords:</b> Elf									

Noble War Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [115] Shortbow (18", Steady Aim)	8	3+	4+	4+	1	5	12/14	3	[115]
<b>Special Rules:</b> Crushing Strength(1),Elite, Inspiring, Nimble, Thunderous Charge(1) <b>Keywords:</b> Elf, Warhost									
Hero (Cht) 1 [115] Shortbow (18", Steady Aim)	8	3+	4+	4+	1	5	12/14	3	[115]
<b>Special Rules:</b> Crushing Strength(1),Elite, Inspiring, Nimble, Thunderous Charge(1) <b>Keywords:</b> Elf, Warhost									

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

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

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

**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
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.
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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, 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
<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>Hex</b> Range: 30" Enemy	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 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.	
<b>Lightning Bolt</b>	Roll to damage the enemy as normal.	Piercing(1), Hits

Range: 24"  
Enemy

on a 5+ against  
units in Cover.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
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.