

Elves [2300]

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

Therennian Sea Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [260] Bows (24", Steady Aim) <i>Special Rules: Elite(Melee), Phalanx</i> Keywords: Elf	6	4+	5+	4+	4	25	21/23	2	[260]

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

Stormwind Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [235] Quicksilver Lancers <i>Special Rules: Elite(Melee), Thunderous Charge(2), Nimble</i> Keywords: Elf	9	3+	-	5+	3	16	15/17	3	[210] [25]

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

Elven Archmage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 3 [130] Horse Mount Alchemist's Curse[1](4) <i>Special Rules: Individual, Master of Magic</i> Keywords: Elf	9	5+	-	4+	0	1	11/13	3	[60] [25] [45]

Nimue Waydancer [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [150] Fireball (10) Heal (4) Surge (4) Wind Blast (5) <i>Special Rules: Cloak of Death, Individual, Inspiring, Stealthy, Wanderer of the Ways</i> Keywords: Elf, Verdant	6	5+	-	4+	0	1	12/14	2	[150] [0] [0] [0] [0]

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

Argus Rodinar [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [75] <i>Special Rules: Inspiring, Altar of the Elements, Master Strategist</i> Keywords: Elf, Shrine	6	0+	-	5+	1	0	-/13	2	[75]

Tydarion Dragonlord [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [335] Dragon's Breath (12", Att: 12, Steady Aim) <i>Special Rules: Brutal, Crushing Strength(4), Elite, Fly, Nimble, Very Inspiring</i> Keywords: Draconic, Elf	10	3+	4+	5+	2	10	18/20	6	[335]

Total Units:

12

Total Unit Strength:

21

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.
Wanderer of the Ways	Once per game, before Nimue Waydancer is given an order, she increases her Speed to 10 and gains the Fly special rule until the end of the turn. In the turn this ability is activated, Nimue Waydancer may still cast spells even if she was given an At The Double order.

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.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

Spell	Description	Special Rules
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Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.	
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1 inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1 inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	
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	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	