

# Tourney Elfs 2300

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## Elves [2300]

Kindred Gladstalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [195]	6	3+	4+	3+	3	12	14/16	2	[185]
Orb of Towering Presence									[10]
Bows (24", Steady Aim)									
<b>Special Rules:</b> <i>Elite, Pathfinder, Scout</i> <b>Keywords:</b> <i>Elf, Kindred, Tracker</i>									

Therennian Sea Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175]	6	4+	5+	4+	3	12	14/16	2	[150]
The Scrying Gem									[25]
Bows (24", Steady Aim)									
<b>Special Rules:</b> <i>Elite(Melee), Phalanx</i> <b>Keywords:</b> <i>Elf</i>									
Inf Regiment [150]	6	4+	5+	4+	3	12	14/16	2	[150]
Bows (24", Steady Aim)									
<b>Special Rules:</b> <i>Elite(Melee), Phalanx</i> <b>Keywords:</b> <i>Elf</i>									
Inf Regiment [150]	6	4+	5+	4+	3	12	14/16	2	[150]
Bows (24", Steady Aim)									
<b>Special Rules:</b> <i>Elite(Melee), Phalanx</i> <b>Keywords:</b> <i>Elf</i>									

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

Silverbreeze Cavalry*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [185]	10	4+	4+	4+	2	14	15/16	3	[180]
Staying Stone									[5]
Shortbows (18", Elite(Ranged), Steady Aim)									
<b>Special Rules:</b> <i>Nimble</i> <b>Keywords:</b> <i>Elf</i>									

Stormwind Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [250]	9	3+	-	5+	3	16	15/17	3	[210]
Quicksilver Lancers									[25]
Sir Jesse's Boots of Striding									[15]
<b>Special Rules:</b> <i>Elite(Melee), Thunderous Charge(2), Nimble</i> <b>Keywords:</b> <i>Elf</i>									

Drakon Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [295]	10	3+	-	5+	3	18	15/17	4	[275]
Helm of the Drunken Ram									[20]
<b>Special Rules:</b> <i>Crushing Strength(1), Elite(Melee), Fly, Thunderous Charge(2)</i> <b>Keywords:</b> <i>Elf, Draconic</i>									

Bolt Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [80]	6	0+	4+	4+	0	2	10/12	2	[80]
Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload)									
<b>Special Rules:</b> <i>Null Void Bolts</i> <b>Keywords:</b> <i>Elf, Kindred</i>									
WE 1 [80]	6	0+	4+	4+	0	2	10/12	2	[80]
Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload)									
<b>Special Rules:</b> <i>Null Void Bolts</i> <b>Keywords:</b> <i>Elf, Kindred</i>									

Elven King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [110]	6	3+	-	4+	0	5	13/15	2	[100]
Bow									[0]
Gnome-Glass Shield									[10]
Bow (24", Ra: 4+)									
<b>Special Rules:</b> <i>Crushing Strength(1), Elite, Individual, Inspiring, Mighty</i> <b>Keywords:</b> <i>Elf, Warhost</i>									

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

Tree Herder	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Mon) 1</b> Spellcaster 0 [275]	6	3+	-	6+	1	9	-/18	5	[260]
Aegis of the Elohi									[15]
Surge (8)									[0]
<b>Special Rules:</b> <i>Crushing Strength(3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider, Iron Resolve</i> <b>Keywords:</b> <i>Verdant</i>									

**Total Units:** 14 **Total Unit Strength:** 26  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
Null Void Bolts	Enemy units that suffer 1 or more damage from this unit's ranged attack gain the Spellward special rule until the end of its following turn.
Special Rule	Description
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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>Surge</b> 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.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
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.
Aegis of the Elohi	The unit gains the Iron Resolve (+1) Special Rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.