

ELVES: GENERIC ELVES

2300 / 2300 (Valid)

Kindred Gladestalkers									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) ☉ Bows (24", Steady Aim)	6	3+	4+	3+	3	12	14/16	2	[185]
★ Special Rules: Elite, Pathfinder, Scout Keywords: Elf, Kindred, Tracker									
Inf Regiment (20) ☉ Bows (24", Steady Aim)	6	3+	4+	3+	3	12	14/16	2	[185]
★ Special Rules: Elite, Pathfinder, Scout Keywords: Elf, Kindred, Tracker									
Therennian Sea Guard									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) ☉ Bows (24", Steady Aim)	6	4+	5+	4+	3	12	14/16	2	[150]
★ Special Rules: Elite(Melee), Phalanx Keywords: Elf									
Inf Regiment (20) ☉ Bows (24", Steady Aim)	6	4+	5+	4+	3	12	14/16	2	[150]
★ Special Rules: Elite(Melee), Phalanx Keywords: Elf									
Inf Regiment (20) ☉ Bows (24", Steady Aim)	6	4+	5+	4+	3	12	14/16	2	[150]
★ Special Rules: Elite(Melee), Phalanx Keywords: Elf									
Forest Shamblers*									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) ☪ Brew of Haste	7	4+	-	5+	3	18	-/17	3	[220] 20
★ Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Verdant									
Lrg Inf Horde (6)	6	4+	-	5+	3	18	-/17	3	[200]
★ Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Verdant									
Silverbreeze Cavalry*									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) ☉ Shortbows (18", Elite(Ranged), Steady Aim)	10	4+	4+	4+	1	7	11/13	3	[115]
★ Special Rules: Nimble Keywords: Elf									
Stormwind Cavalry									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) Quicksilver Lancers ☪ Sir Jesse's Boots of Striding	9	3+	-	5+	3	16	15/17	3	[250] 25 15
★ Special Rules: Elite(Melee), Thunderous Charge(2), Nimble Keywords: Elf									
Bolt Thrower									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE Single ☉ Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload)	6	0+	4+	4+	0	2	10/12	2	[80]
★ Special Rules: Null Void Bolts Keywords: Elf, Kindred									
WE Single ☉ Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload)	6	0+	4+	4+	0	2	10/12	2	[80]
★ Special Rules: Null Void Bolts Keywords: Elf, Kindred									
Elven King									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) Single ☪ War-Bow of Kaba ☉ War-Bow of Kaba (24", Att: 1, Ra: 4+, Piercing(1), Steady Aim)	6	3+	-	5+	0	5	13/15	2	[105] 5
★ Special Rules: Crushing Strength(1), Elite(Melee), Individual, Inspiring, Mighty Keywords: Elf									

Lord on Drakon

	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) Single	10	3+	-	5+	1	5	14/15	4	[165]
☞ Staying Stone									5

★ **Special Rules:** Crushing Strength(1), Elite(Melee), Fly, Inspiring, Nimble, Thunderous Charge(1) **Keywords:** Draconic, Elf

Tree Herder

	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) Spellcaster 0	6	3+	-	6+	1	9	-/18	5	[265]
☞ Mace of Crushing									5
⚡ Surge (8)									0

★ **Special Rules:** Crushing Strength(3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider **Keywords:** Verdant

Total Units:	14	Total Unit Strength:	27
Total Primary Core Points:	[2300] (100.0%)		
Artefacts Points:	[50]	Inspiring Units:	3
Troops & Irregulars:	3		
Unlocking Regiments:	6		
War Engines:	2		
Heros:	3		
Slots: Any(6), Hero Only(0), War Engine Only(0), Monster/Titan Only(0), Large+ Horde Unlocks(0), Large+ Legion Unlocks(0)			
Average Defense:	4.55	Ranged Shots	72

Special & Custom Rules

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 6inches 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.
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.
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.
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).

Spells

Spell	Range	Targets	Description	★ Special Rules
Surge	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.	

Artefacts

Artefact	Description
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Staying Stone	The unit gains +1 to its Wavering stat value.
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24inches, Att: 1, Ra: 4+, Piercing (1), Steady Aim.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Haste	This unit increases its Speed stat by +1.