

Christmas-kin Gem City Massacre 2023

1995 / 1995 VALID



Sylvan Kin [1995]

Forest Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155]	6	3+	-	4+	3	12	15/17	2	[155]
Special Rules: <i>Elite(Melee), Pathfinder, Thunderous Charge(1)</i> Keywords: <i>Elf, Tracker, Warhost</i>									
Inf Regiment [155]	6	3+	-	4+	3	12	15/17	2	[155]
Special Rules: <i>Elite(Melee), Pathfinder, Thunderous Charge(1)</i> Keywords: <i>Elf, Tracker, Warhost</i>									
Inf Horde [300]	6	3+	-	4+	4	25	22/24	2	[260]
Brew of Strength									[40]
Special Rules: <i>Elite(Melee), Pathfinder, Thunderous Charge(1), Crushing Strength(1)</i> Keywords: <i>Elf, Tracker, Warhost</i>									

Riverguard Treeleapers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [110]	7	4+	-	4+	1	10	10/12	2	[110]
Special Rules: <i>Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder</i> Keywords: <i>Amphibian</i>									
Inf Troop [110]	7	4+	-	4+	1	10	10/12	2	[110]
Special Rules: <i>Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder</i> Keywords: <i>Amphibian</i>									

Forest Shamblers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [220]	6	4+	-	5+	3	18	-/17	3	[200]
Awakened Guardians									[20]
Special Rules: <i>Crushing Strength(1), Pathfinder, Scout, Shambling, Elite(Melee), Rallying(1 - Elf only)</i> Keywords: <i>Elemental, Verdant</i>									

Stormwind Cavalry*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[The Widowmakers] Cav Regiment [260]	9	2+	-	5+	3	16	14/16	3	[210]
Gain Pathfinder									[15]
Brew of Sharpness									[35]
Special Rules: <i>Elite(Melee), Thunderous Charge(2), Pathfinder</i> Keywords: <i>Elf</i>									
Cav Regiment [245]	9	3+	-	5+	3	16	14/16	3	[210]
Gain Pathfinder									[15]
Chant of Hate									[20]
Special Rules: <i>Elite(Melee), Thunderous Charge(2), Pathfinder, Vicious</i> Keywords: <i>Elf</i>									

Woodland Critters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80]	6	5+	-	2+	1	12	9/11	1	[80]
Special Rules: <i>Fly, Nimble, Pathfinder, Vicious(Melee)</i> Keywords: <i>Beast</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)									
Special Rules: <i>Null Void Bolts</i> Keywords: <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)									
Special Rules: <i>Null Void Bolts</i> Keywords: <i>Elf, Kindred</i>									

Elven King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [125]	7	2+	-	4+	0	7	13/15	2	[100]
The Shardblade									[15]
Wanderer									[0]
Bow									[0]
Gnome-Glass Shield									[10]
Bow (24", Ra: 4+)									
Special Rules: <i>Crushing Strength(1), Elite, Individual, Inspiring, Mighty, Pathfinder</i> Keywords: <i>Elf, Warhost</i>									

Elf Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75]	6	4+	-	4+	0	1	10/12	2	[60]
Sacred Horn									[15]
Special Rules: <i>Aura(Rampage (Melee 3) - Warhost only), Elite(Melee), Individual, Very Inspiring</i> Keywords: <i>Elf</i>									

Total Units:

13

Total Unit Strength:

22

Total Primary Core Points:

1995 (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
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Artefact	Description
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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.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Chant of Hate	The unit gains the Vicious special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.