



Elves [1995]

| Kindred Gladestalkers | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|--------------|
| Inf Regiment [185] Bows (24", Steady Aim) Special Rules: <i>Elite, Pathfinder, Scout</i> Keywords: <i>Elf, Kindred, Tracker</i> | 6 | 3+ | 4+ | 3+ | 2 | 12 | 14/16 | 2 | [185] |
| Inf Regiment [185] Bows (24", Steady Aim) Special Rules: <i>Elite, Pathfinder, Scout</i> Keywords: <i>Elf, Kindred, Tracker</i> | 6 | 3+ | 4+ | 3+ | 2 | 12 | 14/16 | 2 | [185] |
| Therennian Sea Guard | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Inf Regiment [150] Bows (24", Steady Aim) Special Rules: <i>Elite(Melee), Phalanx</i> Keywords: <i>Elf</i> | 6 | 4+ | 5+ | 4+ | 3 | 12 | 14/16 | 2 | [150] |
| Inf Regiment [150] Bows (24", Steady Aim) Special Rules: <i>Elite(Melee), Phalanx</i> Keywords: <i>Elf</i> | 6 | 4+ | 5+ | 4+ | 3 | 12 | 14/16 | 2 | [150] |
| Silverbreeze Cavalry* | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Cav Troop [115] Shortbows (18", Elite(Ranged), Steady Aim) Special Rules: <i>Nimble</i> Keywords: <i>Elf</i> | 10 | 4+ | 4+ | 4+ | 1 | 7 | 11/13 | 3 | [115] |
| Elven Prince | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Hero (Inf) 1 [80] Lute of Insatiable Darkness Bane Chant (2) Special Rules: <i>Crushing Strength(1), Elite, Individual</i> Keywords: <i>Elf</i> | 6 | 3+ | - | 5+ | 0 | 3 | 11/13 | 2 | [55] [25] |
| Tree Herder | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Hero (Mon) 1 Spellcaster 0 [260] Surge (8) Special Rules: <i>Command, Crushing Strength(3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider</i> Keywords: <i>Verdant</i> | 6 | 3+ | - | 6+ | 1 | 9 | -/18 | 5 | [260] [0] |
| Tydarion Dragonlord [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Hero (Titan) 1 [335] Dragon's Breath (12", Att: 12, Steady Aim) Special Rules: <i>Brutal, Command, Crushing Strength(4), Elite, Fly, Nimble, Very Inspiring</i> Keywords: <i>Draconic, Elf</i> | 10 | 3+ | 4+ | 5+ | 2 | 10 | 18/20 | 6 | [335] |
| [F] The Swirling Tempests, Drakon Riders (Kal'ar's Hunters) [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Lrg Cav Regiment [180] Special Rules: <i>Crushing Strength(1), Elite(Melee), Fly, Nimble, Spellward, Thunderous Charge(1)</i> Keywords: <i>Elf</i> | 10 | 3+ | - | 5+ | 2 | 9 | 12/14 | 4 | [180] |
| [F] The Swirling Tempests, Drakon Riders (Kal'ar's Hunters) [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Lrg Cav Regiment [180] Special Rules: <i>Crushing Strength(1), Elite(Melee), Fly, Nimble, Spellward, Thunderous Charge(1)</i> Keywords: <i>Elf</i> | 10 | 3+ | - | 5+ | 2 | 9 | 12/14 | 4 | [180] |
| [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 [175] Staying Stone Special Rules: <i>Command, Crushing Strength(1), Elite(Melee), Fly, Inspiring, Nimble, Rampage(Melee D3), Spellward, Thunderous Charge(1)</i> Keywords: <i>Draconic, Elf</i> | 10 | 3+ | - | 5+ | 1 | 5 | 14/15 | 4 | [170] [5] |

Total Units:

11

Total Unit Strength:

19

Total Primary Core Points:

1995 (100.0%)

| 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. |
| Command | Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed. |
| 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. |
| 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. Note that Radiance of Life may have a further qualifier, in which case Radiance of Life will only remove damage from units with that name or Keyword in addition to the unit with the Radiance of Life Special Rule itself. |
| 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. |
| 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). |
| 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 |
|---|---|---------------|
| Bane Chant 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. | |
| Surge Range: 12" | 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 | |

Friendly – Shambling Only

in effect for this movement. This Movement may bring a Surged unit within 1" of enemy units. 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. |
| Lute of Insatiable Darkness | The unit gains the Bane Chant (2) spell. |