Elves 1995

◆ Elves [1995]

Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [280]	6	3+	-	**4+**	4	25	22/24	2	[265]
Two-handed Weapons									[0]
Chalice of Wrath									[15]
Special Rules: Elite(Melee),Crushing Strength(1),Fury **Keywords:** *Elf, Warhost*									

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

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]
Special Rules: Elite(Melee),Thunderous Charge(2),Nimble **Keywords:** *Elf*									

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]
Special Rules: Crushing Strength(1),Elite(Melee),Fly, Thunderous Charge(2) **Keywords:** *Elf, Draconic*									

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

Elven King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [175]	**9**	**2+**	-	5+	0	5	13/15	**3**	[100]
Sabre-Toothed Hunting Cat									[10]
Horse Mount									[35]
The Shardblade									[15]
Scythe of the Harvester									[15]
Special Rules: Command, Crushing Strength(1),Elite, Individual, Inspiring, Mighty, Duelist, Rampage(D3) **Keywords:** *Elf, Warhost*									

Elven Archmage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 **[140]**	6	5+	-	4+	0	1	11/13	2	[60]
Bane Chant (2)									[20]
Lightning Bolt (5)									[35]
Barkskin[1](5)									[25]
Special Rules: Individual, Master of Magic **Keywords:** *Elf*									
Hero (Cav) 1 Spellcaster 3 **[160]**	**9**	5+	-	4+	0	1	11/13	**3**	[60]
Horse Mount									[25]
Bane Chant (2)									[20]
Lightning Bolt (5)									[35]
Host Shadowbeast(3)									[20]
Special Rules: Individual, Master of Magic **Keywords:** *Elf*									

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

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

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.
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
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.
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.
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.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
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.
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.
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.
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.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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
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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Barkskin [1] Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	
Host Shadowbeast Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
Chalice of Wrath	The unit gains the Fury 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.
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.