

Jon McCready Dirty Elves

Elves (Good)								
<b>Kindred Archers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40) - Heart-seeking Chant	6	5+	4+	4+	20	21/23	250	Bows (Range 24"), Elite 30
Horde(40) - Wine of Elvenkind	6	5+	4+	4+	20	21/23	250	Bows (Range 24"), Elite 40
Horde(40)	6	5+	4+	4+	20	21/23	250	Bows (Range 24"), Elite
<b>Palace Guard</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	4+	12	15/17	150	Crushing Strength (1), Elite
Regiment(20)	6	3+	-	4+	12	15/17	150	Crushing Strength (1), Elite
<b>Kindred Tallspears</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40) - Brew of Strength	6	4+	-	4+	30	21/23	230	Elite, Phalanx 30
<b>Drakon Riders</b>								<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	3+	-	5+	18	15/17	270	Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
<b>Army Standard Bearer</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) - Lute of Insatiable Darkness	6	5+	-	4+	1	10/12	50	Hero (Inf), Elite, Individual, Inspiring 25
<b>Noble War Chariot</b>								<b>Hero (LrgCav)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	4+	4+	4	11/13	90	Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Elite, Nimble, Thunderous Charge (2)
<b>Forest Warden</b>								<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) - Blizzard (2) (L)	6	3+	-	5+	3	11/13	75	Hero (LrgInf), Blizzard (2), Crushing Strength (2), Nimble, Pathfinder, Surge (3), Vanguard 30
<b>Drakon Rider Lord</b>								<b>Hero (LrgCav)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) - Diadem of Dragon-kind	10	3+	-	5+	5	13/15	160	Hero (LrgCav), Crushing Strength (1), Elite, Fly, Inspiring, Thunderous Charge (1) 30
<b>The Green Lady[1]</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	10	-	-	6+	-	14/16	200	Hero (Inf), Elite, Fly, Heal (8), Individual, Inspiring, Pathfinder, Regeneration (5+)
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**Honor Guard of the Green Lady[1] Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
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<b>Blizzard</b>	36" Range, Blast (D6). Indirect.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Diadem of Dragon-kind</b>	The unit has the Breath Attack (10) rule.
<b>Elite</b>	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
<b>Formation: Honor Guard of the Green Lady</b>	Formation must contain: 1x Kindred Tallspears Hordes 2x Palace Guard Regiment 1x The Green Lady[1] Each unit in this formation except for The Green Lady is granted the Regeneration (5+) special rule.
<b>Heal</b>	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
<b>Heart-seeking Chant</b>	The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
<b>Individual</b>	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
<b>Inspiring</b>	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
<b>Lute of</b>	This artefact can only be used by Heroes.

- Insatiable Darkness** The Hero has the Bane-Chant (2) spell.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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 suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
- Wine of Elvenkind** The unit has the Nimble special rule.