

Target

2600

Points

JIM'S ILL MORAL FIBRE ELVES

Target

2600

Points

GOOD



ELVES

Palace Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	12	15/17	160
Brew of Sharpness									35
Crushing Strength (1), Elite (Melee)									[195]
Keywords: Elf									

Kindred Gladestalkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	4	3	2	3	12	14/16	175
Custom name: Red Banner									
Orb of Towering Presence									10
Elite, Pathfinder, Scout									[185]
Bows (24", Steady Aim)									
Keywords: Elf, Kindred, Tracker									
Regiment(20)	6	3	4	3	2	3	12	14/16	[175]
Custom name: Yellow Banner									
Elite, Pathfinder, Scout									
Bows (24", Steady Aim)									
Keywords: Elf, Kindred, Tracker									

Hunters of the Wild*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	3	-	5	2	1	12	10/12	[90]
Pathfinder, Scout									
Keywords: Verdant									
Troop(10)	5	3	-	5	2	1	12	10/12	[90]
Pathfinder, Scout									
Keywords: Verdant									

Stormwind Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	3	-	5	3	3	16	15/17	215
Custom name: Silver Banner									
Maccwar's Potion of the Caterpillar									20
Upgrade to Quicksilver Lancers [1] (Regiment only) - Gain Nimble and increase Waver/Route values +1									25
Elite (Melee), Thunderous Charge (2), Nimble									[260]
Keywords: Elf									
Regiment(10)	9	3	-	5	3	3	16	14/16	215
Custom name: Gold Banner									
Brew of Strength									30
Elite (Melee), Thunderous Charge (2)									[245]
Keywords: Elf									

Silverbreeze Cavalry*										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	10	4	4	4	3	1	7	11/13	130	
Piercing Arrow									10	
Nimble Shortbows (18", Elite (Ranged), Steady Aim) Keywords: Elf									[140]	
Forest Shamblers*										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	-	5	3	3	18	-/17	[200]	
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant										
Drakon Riders										Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	10	3	-	5	4	3	18	15/17	275	
Banner of Eternal Darkness									10	
Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf									[285]	
Elven Archmage										Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	11/13	60	
Custom name: T-Pos Elf The Boomstick Lightning Bolt (5)									25	
Individual, Master of Magic Spells: Lightning Bolt (5) Keywords: Elf									35	
									[120]	
1	6	5	-	4	2	0	1	11/13	60	
Inspiring Talisman Lightning Bolt (5) Bane Chant (2)									20	
Individual, Master of Magic Spells: Lightning Bolt (5), Bane Chant (2) Keywords: Elf									35	
									20	
									[135]	
Tydarion Dragonlord[1]										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	4	5	6	1	10	18/20	[335]	
Brutal, Crushing Strength (4), Elite, Fly, Nimble, Very Inspiring Dragon's Breath (12", Att: 12, Steady Aim) Keywords: Draconic, Elf										
King's Champion [1]										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	2	0	7	14/16	[145]	
Aura (Fury - Kindred only), Crushing Strength (1), Duelist, Elite (Melee), Individual, Mighty, Phalanx, Very Inspiring Keywords: Elf, Kindred										

Total Unit Strength: 25
Total Core: 2600 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Banner of Eternal Darkness	The unit gains the <i>Mindthirst</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles 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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Mighty	Individuals with the <i>Mighty</i> 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.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
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 <i>Scout</i> 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 <i>Scout</i> move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.
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 <i>Crushing Strength</i> (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 <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.