

# MIC'S ELVES BULLRUN

2300 / 2300

List Valid.

## Elves [2300]

### Palace Guard

Infantry

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— Horde (40) [280]	6	3+	—	4+	4	25	22/24	2	265
☞ Chalice of Wrath									15

★ **Special Rules:** Crushing Strength(1), Elite(Melee), Fury

**Keywords:** Elf

### Kindred Gladestalkers

Infantry

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— Regiment (20) [175]	6	3+	4+	3+	3	12	14/16	2	175

☉ Bows (24", Steady Aim)

★ **Special Rules:** Elite, Pathfinder, Scout

**Keywords:** Elf, Kindred, Tracker

— Regiment (20) [175]	6	3+	4+	3+	3	12	14/16	2	175
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☉ Bows (24", Steady Aim)

★ **Special Rules:** Elite, Pathfinder, Scout

**Keywords:** Elf, Kindred, Tracker

### Silverbreeze Cavalry\*

Cavalry

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— Troop (5) [130]	10	4+	4+	4+	1	7	11/13	2	130

☉ Shortbows (18", Elite(Ranged), Steady Aim)

★ **Special Rules:** Nimble

**Keywords:** Elf

— Regiment (10) [205]	10	4+	4+	4+	2	14	14/16	2	200
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☞ Healing Brew

☉ Shortbows (18", Elite(Ranged), Steady Aim)

★ **Special Rules:** Nimble

**Keywords:** Elf

### Stormwind Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— Regiment (10) [260]	9	3+	—	5+	3	16	15/17	3	215

Quicksilver Lancers

☞ Maccwar's Potion of the Caterpillar

★ **Special Rules:** Elite(Melee), Thunderous Charge(2), Nimble, Pathfinder

**Keywords:** Elf

## Drakon Riders

Large Cavalry

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— Horde (6) [290]	10	3+	—	5+	3	18	15/17	4	275
☞ Sir Jesse's Boots of Striding									15
★ <b>Special Rules:</b> Crushing Strength(1), Elite(Melee), Fly, Thunderous Charge(1)									
<b>Keywords:</b> Elf									

## Elven Archmage

Hero (Infantry)

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— 1 Spellcaster 3 [130]	6	5+	—	4+	0	1	11/13	2	60
☞ Shroud of the Saint									25
⚡ Heal (6)									30
⚡ Hex (3)									15
★ <b>Special Rules:</b> Individual, Master of Magic									
<b>Keywords:</b> Elf									

— 1 Spellcaster 3 [120]	6	5+	—	4+	0	1	11/13	2	60
☞ The Boomstick									25
⚡ Lightning Bolt (7)									35
★ <b>Special Rules:</b> Individual, Master of Magic									
<b>Keywords:</b> Elf									

— 1 Spellcaster 3 [130]	6	5+	—	4+	0	1	11/13	2	60
☞ Amulet of the Fireheart									10
⚡ Lightning Bolt (5)									35
📖 Alchemist's Curse[1](2)									25
★ <b>Special Rules:</b> Individual, Master of Magic									
<b>Keywords:</b> Elf									

## Argus Rodinar [1]

Hero (Monster)

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— 1 [70]	6	0+	—	5+	0	0	-/13	2	70
★ <b>Special Rules:</b> Individual, Inspiring, Altar of the Elements, Master Strategist									
<b>Keywords:</b> Elf, Shrine									

## Tydarion Dragonlord [1]

Hero (Titan)

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— 1 [335]	10	3+	4+	5+	1	10	18/20	6	335
☉ Dragon's Breath (12", Att: 12, Steady Aim)									
★ <b>Special Rules:</b> Brutal, Crushing Strength(4), Elite, Fly, Nimble, Very Inspiring									
<b>Keywords:</b> Draconic, Elf									

Total Units: 12 Total Unit Strength: 20

Total Primary Core Points: 2300  
(100.0%)

Artefacts Points: 115

<b>Artefacts Points:</b>	115
<b>Troops &amp; Irregulars:</b>	2
<b>Regiments:</b>	3
<b>Infantry Hordes &amp; Legions:</b>	1
<b>Large Infantry Hordes:</b>	1
<b>Heros:</b>	5

**Slots:** Any(3), Hero Only(1), War Engine Only(1), Monster/Titan Only(1), Large+ Horde Unlocks(2), Large+ Legion Unlocks(0),

## Special Rules

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.

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.
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. 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 page 34 (page 30 in gamers edition)
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 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but

Scout	The unit can make a single Hit the Double or Halved order later 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.
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).
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).

## Spells

Spell	Range	Targets	Description	★ Special Rules
Heal	12"	Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Hex	30"	Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Lightning Bolt	24"	Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Alchemist's Curse[1]	12"	Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

## Artefacts

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Chalice of Wrath	The unit gains the Fury special rule.
Sir Isaac's	Once per game, this unit gains the Strider special rule until the end of the Turn

Sir Jesse's Boots of Striding	Once per game, this unit gains the Strider special rule until the end of the Turn.
Maccwar's Potion of the Caterpillar	This unit gains the Pathfinder special rule.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.
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.