

 Sylvan Kin [2300]

Sylvan Gladestalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [190]	6	4+	4+	3+	2	12	14/16	2	[185]
Fire-Oil									
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Stealthy, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration)									
Keywords: Elf, Kindred, Tracker									
Inf Regiment [185]	6	4+	4+	3+	2	12	14/16	2	[185]
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Stealthy Keywords: Elf, Kindred, Tracker									
Inf Regiment [185]	6	4+	4+	3+	2	12	14/16	2	[185]
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Stealthy Keywords: Elf, Kindred, Tracker									

Forest Shamblers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [220]	6	4+	-	5+	3	18	-/17	3	[200]
Awakened Guardians									
Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling, Elite(Melee), Rallying(1 - Elf only) Keywords: Elemental, Verdant									
Lrg Inf Horde [230]	6	4+	-	5+	3	18	-/17	3	[200]
Blessing of the Gods									
Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling, Elite Keywords: Elemental, Verdant									
Lrg Inf Horde [200]	6	4+	-	5+	3	18	-/17	3	[200]
Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Elemental, Verdant									
Lrg Inf Horde [200]	6	4+	-	5+	3	18	-/17	3	[200]
Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Elemental, Verdant									

Wild Gur Panthers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [85]	10	4+	-	3+	1	6	9/11	2	[85]
Special Rules: Nimble, Pathfinder, Vicious(Melee) Keywords: Beast									
Cav Troop [85]	10	4+	-	3+	1	6	9/11	2	[85]
Special Rules: Nimble, Pathfinder, Vicious(Melee) Keywords: Beast									
Cav Regiment [150]	11	4+	-	3+	3	12	12/14	2	[130]
Brew of Haste									
Special Rules: Nimble, Pathfinder, Vicious(Melee) Keywords: Beast									

Master Hunter	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [115]	7	3+	3+	4+	0	4	11/13	2	[115]
Bow (24", Piercing(1))									
Special Rules: Elite, Individual, Inspiring, Pathfinder, Scout, Stealthy Keywords: Elf, Tracker									

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)									
Surge (8)									
Heal (4)									
Special Rules: Individual, Master of Magic Keywords: Elf									

Tree Herder	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 Spellcaster 0 [315]	6	3+	-	6+	1	10	-/19	5	[260]
Wiltfather									
Sacred Horn									
Surge (8)									
Special Rules: Crushing Strength(3), Inspiring, Pathfinder, Scout, Strider, Aura(Vicious - Verdant Only), Cloak of Death Keywords: Verdant									

Total Units: 13
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 24

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.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Vicious	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.

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.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge Range: 12" Friendly – Shambling Only	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 in effect for this movement. 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
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration) and the Piercing special rule (+1 - vs. units with Regeneration).
Sacred Horn	The unit gains an additional 3 inch range to all of its Auras.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Haste	This unit increases its Speed stat by +1.