

# FORCES OF THE NORTH



## SYLVAN KIN

NEUTRAL

### Kindred Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	-	4	2	3	12	14/16	[120]

Custom name: Stark Sworn Swords

Elite (Melee)

Keywords: Elf, Kindred

### Sylvan Gladestalkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	4	3	2	3	12	14/16	175

Custom name: Night's Watch

Deathroot Arrows

5

[180]

Elite, Pathfinder, Scout, Stealthy

Bows (24", Steady Aim)

Keywords: Elf, Kindred, Tracker

Regiment(20)	6	4	4	3	2	3	12	14/16	175
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Custom name: Night's Watch

Deathroot Arrows

5

[180]

Elite, Pathfinder, Scout, Stealthy

Bows (24", Steady Aim)

Keywords: Elf, Kindred, Tracker

Regiment(20)	6	4	4	3	2	3	12	14/16	175
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Custom name: Night's Watch

Deathroot Arrows

5

[180]

Elite, Pathfinder, Scout, Stealthy

Bows (24", Steady Aim)

Keywords: Elf, Kindred, Tracker

**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
Custom name: Children of the Forest Awakened Guardians [1] (Horde only) - Gain Elite (Melee) and Rallying (1 - <b>Elf</b> only)									20
Crushing Strength (1), Pathfinder, Scout, Shambling, Elite (Melee), Rallying (1 - Elf only) Keywords: Verdant									[220]

**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: Dothraki Screammers Upgrade to Quicksilver Lancers [1] (Regiment only) - Gain Nimble and increase Waver/Route values +1 Gain Pathfinder									25
Elite (Melee), Thunderous Charge (2), Nimble, Pathfinder Keywords: Elf									15
									[255]

**Greater Air Elemental****Monster Spellcaster: 0**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	4	5	1	10	-/18	[180]
Custom name: Drogon Crushing Strength (1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1) Keywords: Airbound, Elemental									

<b>Tree Herder</b>									<b>Hero (Mon) Spellcaster: 0</b>	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	6	5	1	9	-/18	260	
Custom name: Greenseer's Tree Wine of Elvenkind									40	
									[300]	
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider Spells: Surge (8) Keywords: Verdant										
1	6	3	-	6	5	1	9	-/18	260	
Custom name: Weirwood Tree Brew of Haste									20	
									[280]	
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider Spells: Surge (8) Keywords: Verdant										
1	6	3	-	6	5	1	9	-/18	260	
Custom name: Weirwood Tree Mead of Madness									10	
									[270]	
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider Spells: Surge (8) Keywords: Verdant										

<b>Elven King</b>									<b>Hero (Inf)</b>	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	2	-	4	2	0	7	13/15	100	
Custom name: King in the North Banner of Abbetshire									20	
The Shardblade [1] - Increase Melee to 2+									15	
Upgrade to Wanderer, lowering Defence to 4+, increase Speed and Attacks to 7, gain Pathfinder. Cannot take with mount.									0	
									[135]	
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Mighty, Pathfinder Keywords: Elf										

## SPECIAL RULES AND SPELLS:

<b>Banner of Abbetshire</b>	The unit gains Aura (Spellward) special rule.
<b>Brew of Haste</b>	This unit increases its Speed stat by +1.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Deathroot Arrows</b>	Once per game, when the unit rolls to damage with a ranged weapon, you may choose to reroll up to 3 dice that score a natural, unmodified 1. The unit's Deathroot Arrows are then destroyed and cannot be used again for the remainder of the game.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Fly</b>	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.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Pathfinder</b>	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.
<b>Radiance of Life</b>	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
<b>Rallying</b>	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 <i>Rallying</i> are in range.

<b>Scout</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Surge</b>	<p>Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
<b>Thunderous Charge</b>	<p>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).</p>
<b>Wine of Elvenkind</b>	The unit gains the <i>Nimble</i> special rule.