

 Sylvan Kin [2300]

Kindred Warriors Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [200]	6	4+	-	4+	4	25	21/23	2	[200]
<i>Special Rules: Elite(Melee) Keywords: Elf, Kindred</i>									

Riverguard Treeleapers* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [110]	7	4+	-	4+	1	10	10/12	2	[110]
<i>Special Rules: Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder Keywords: Amphibian</i>									
Troop (10) [110]	7	4+	-	4+	1	10	10/12	2	[110]
<i>Special Rules: Crushing Strength(1), Ensnare, Fly, Nimble, Pathfinder Keywords: Amphibian</i>									

Kindred Archers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [140]	6	5+	4+	3+	2	10	14/16	2	[140]
Bows (24")									
<i>Special Rules: Elite(Ranged) Keywords: Elf, Kindred</i>									
Regiment (20) [140]	6	5+	4+	3+	2	10	14/16	2	[140]
Bows (24")									
<i>Special Rules: Elite(Ranged) Keywords: Elf, Kindred</i>									

Hunters of the Wild Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [140]	5	3+	-	5+	3	15	14/16	2	[140]
<i>Special Rules: Pathfinder, Scout Keywords: Verdant</i>									

Silverbreeze Cavalry* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [115]	10	4+	4+	4+	1	7	11/13	3	[115]
Shortbows (18", Elite(Ranged), Steady Aim)									
<i>Special Rules: Nimble Keywords: Elf</i>									

Stormwind Cavalry* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [245]	9	3+	-	5+	3	16	14/16	3	[210]
Gain Pathfinder [15]									
Chant of Hate [20]									
<i>Special Rules: Elite(Melee), Thunderous Charge(2), Pathfinder, Vicious Keywords: Elf</i>									
Regiment (10) [255]	9	3+	-	5+	3	16	14/16	3	[210]
Gain Pathfinder [15]									
Brew of Strength [30]									
<i>Special Rules: Elite(Melee), Thunderous Charge(2), Pathfinder, Crushing Strength(1) Keywords: Elf</i>									

Greater Air Elemental Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [180]	10	3+	-	4+	1	10	-/18	5	[180]
<i>Special Rules: Crushing Strength(1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge(1) Keywords: Airbound, Elemental</i>									

Master Hunter Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [130]	7	3+	3+	4+	0	4	11/13	2	[115]
Scythe of the Harvester [15]									
Bow (24", Piercing(1))									
<i>Special Rules: Elite, Individual, Inspiring, Pathfinder, Scout, Stealthy, Rampage(D3) Keywords: Elf, Tracker</i>									
1 [130]	7	3+	3+	4+	0	4	11/13	2	[115]
Axe of the Giant Slayer [15]									
Bow (24", Piercing(1))									
<i>Special Rules: Elite, Individual, Inspiring, Pathfinder, Scout, Stealthy, Slayer(D3) Keywords: Elf, Tracker</i>									
1 [135]	7	3+	3+	4+	0	4	11/13	2	[115]
Tome of Darkness [20]									
Bow (24", Piercing(1))									
Surge (5)									
<i>Special Rules: Elite, Individual, Inspiring, Pathfinder, Scout, Stealthy Keywords: Elf, Tracker</i>									

Tree Herder Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [270]	6	3+	-	6+	1	9	-/18	5	[260]
Hann's Sanguinary Scripture									[10]
Surge (8)									[0]
<i>Special Rules: Crushing Strength(3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider, Lifeleech(1) Keywords: Verdant</i>									

**Total Units:** 14 **Total Unit Strength:** 22  
**Total Primary Core Points:** 2300 (100.0%)

Special Rule	Description
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
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.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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 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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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).
Vicious	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
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**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
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Axe of the Giant Slayer	Individuals only. The unit gains the Slayer (D3) special rule.
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.
Chant of Hate	The unit gains the Vicious special rule.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.