

Paul Cravo: War-Kin-gs IV: v.1.5.0 Straight Goofin'

2300 / 2300 VALID

◆ Sylvan Kin [2300]

Forest Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [310]	6	3+	-	4+	4	25	22/24	2	[270]
Brew of Strength									[40]
Special Rules: Elite(Melee),Pathfinder, Thunderous Charge(1),Crushing Strength(1) Keywords: Elf, Tracker									

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

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

Air Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [130]	10	3+	-	4+	2	9	-/14	3	[130]
Special Rules: Fly, Nimble, Pathfinder, Shambling Keywords: Airbound, Elemental									

The Windborne [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop Spellcaster 0 [135]	10	4+	-	4+	1	7	11/13	3	[135]
Wind Blast (7)									[0]
Special Rules: Elite, Nimble, Windborne Arrows Keywords: Elf									

Stormwind Cavalry*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [260]	9	2+	-	5+	3	16	14/16	3	[210]
Gain Pathfinder									[15]
Brew of Sharpness									[35]
Special Rules: Elite(Melee),Thunderous Charge(2),Pathfinder Keywords: Elf									
Cav Regiment [245]	9	3+	-	5+	3	16	14/16	3	[210]
Gain Pathfinder									[15]
Chant of Hate									[20]
Special Rules: Elite(Melee),Thunderous Charge(2),Pathfinder, Vicious Keywords: Elf									

Woodland Critters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80]	6	5+	-	2+	1	12	9/11	1	[80]
Special Rules: Fly, Nimble, Pathfinder, Vicious(Melee) Keywords: Beast									

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

Master Hunter	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [130]	7	3+	3+	4+	0	4	11/13	2	[115]
Scythe of the Harvester									[15]
Bow (24", Piercing(1))									
Special Rules: Elite, Individual, Inspiring, Pathfinder, Scout, Stealthy, Rampage(D3) Keywords: Elf, Tracker									

Nimue Waydancer [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [150]	6	5+	-	4+	0	1	12/14	2	[150]
Fireball (10)									[0]
Heal (4)									[0]
Surge (4)									[0]
Wind Blast (5)									[0]
Special Rules: Cloak of Death, Individual, Inspiring, Stealthy, Wanderer of the Ways Keywords: Elf, Verdant									

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

Custom Rule	Description
Wanderer of the Ways	Once per game, before Nimue Waydancer is given an order, she increases her Speed to 10 and gains the Fly special rule until the end of the turn. In the turn this ability is activated, Nimue Waydancer may still cast spells even if she was given an At The Double order.
Windborne Arrows	For each hit caused with this unit's Wind Blast spell, in addition to moving the target, roll to damage as normal.

Special Rule	Description
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.
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. This includes Difficult Terrain the unit started in. 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.
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.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
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.	
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	

Artefact	Description
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.
Chant of Hate	The unit gains the Vicious special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.