

Sam Kula War Kings V: What is Frontage

2300 / 2300 VALID

Forces of Nature [2300]

Naiad Heartpiercers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [115] Harpoon-gun (18", Piercing(1),Steady Aim) Special Rules: Regeneration(4+) Keywords: Naiad	5	5+	4+	3+	1	8	9/11	2	[115]
Inf Troop [115] Harpoon-gun (18", Piercing(1),Steady Aim) Special Rules: Regeneration(4+) Keywords: Naiad	5	5+	4+	3+	1	8	9/11	2	[115]
Forest Shamblers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [200] Special Rules: Crushing Strength(1),Pathfinder, Scout, Shambling Keywords: Elemental, Verdant	6	4+	-	5+	3	18	-/17	3	[200]
Earth Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [220] Special Rules: Brutal, Crushing Strength(1),Pathfinder, Shambling Keywords: Earthbound, Elemental	5	4+	-	6+	3	18	-/18	3	[220]
Lrg Inf Horde [220] Special Rules: Brutal, Crushing Strength(1),Pathfinder, Shambling Keywords: Earthbound, Elemental	5	4+	-	6+	3	18	-/18	3	[220]
Lrg Inf Horde [220] Special Rules: Brutal, Crushing Strength(1),Pathfinder, Shambling Keywords: Earthbound, Elemental	5	4+	-	6+	3	18	-/18	3	[220]
Pegasus	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [80] Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast	10	3+	-	4+	1	3	10/12	4	[80]
Mon 1 [80] Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast	10	3+	-	4+	1	3	10/12	4	[80]
Beast of Nature	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [205] Wings Increase Attacks to 7 Special Rules: Crushing Strength(2),Nimble, Pathfinder, Vicious, Fly Keywords: Beast, Verdant	10	3+	-	5+	1	7	15/17	5	[160] [30] [15]
Mon 1 [205] Wings Increase Attacks to 7 Special Rules: Crushing Strength(2),Nimble, Pathfinder, Vicious, Fly Keywords: Beast, Verdant	10	3+	-	5+	1	7	15/17	5	[160] [30] [15]
Greater Earth Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [230] Special Rules: Brutal, Crushing Strength(3),Shambling, Strider Keywords: Earthbound, Elemental	6	4+	-	6+	2	12	-/19	6	[230]
Avatar of the Green Lady [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [150] Heal (6) Special Rules: Command, Fly, Individual, Inspiring, Pathfinder, Regeneration(5+),Balance Keywords: Phantasm, Verdant	10	5+	-	5+	0	1	13/15	2	[150] [0]
Keris [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [110] Solar Staff (18", Att: 8) Surge (8) Special Rules: Command, Individual, Inspiring, Pathfinder, Blinding Light Keywords: Human, Verdant	5	5+	4+	4+	0	1	12/14	2	[80] [30]
Gladewalker Druid	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [150] Ring of Harmony Heal (4) Surge (8) Special Rules: Command, Individual, Inspiring, Pathfinder, Nature in Balance, Ring of Harmony Keywords: Elemental, Verdant	5	5+	-	4+	0	1	12/14	2	[60] [30] [30] [30]

Total Units:14Total Unit Strength:20

Total Primary Core Points:2300 (100.0%)

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
By the Master's Will	4	Movement	This unit loses the Shambling Special Rule until the end of the Turn
Unshakeable Will	4	Movement	This unit gains Regeneration (5+) Special Rule until the end of the Turn. This Command Order may not be used on units that have Defense 6+

Custom Rule	Description
Nature in Balance	While within 6" of another friendly Core Elemental unit, this unit can reroll all to-hit rolls of a natural, unmodified 1 with Fireball, Blizzard, Heal, Hex, and Surge spells.
Ring of Harmony	Once per Turn, after casting a spell targeting a Friendly Core Elemental unit, this unit may immediately target a different Friendly Core Elemental unit with the same or a different spell
Balance	At the start of each of your Turns, you may choose for this unit to have either Cloak of Death or Radiance of Life.
Blinding Light	Enemy units that suffer damage from this units Solar Staff ranged weapon are Disordered during their next turn

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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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.
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 reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
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. This Movement may bring a Surged unit within 1" of enemy units. 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.	