



SYLVAN KIN

NEUTRAL

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]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									
Horde(6)	6	4	-	5	3	3	18	-/17	[200]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									
Horde(6)	6	4	-	5	3	3	18	-/17	[200]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									

Silverbreeze Cavalry*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	10	4	4	4	3	2	14	14/16	[200]
Nimble Shortbows (18", Elite (Ranged), Steady Aim) Keywords: Elf									
Regiment(10)	10	4	4	4	3	2	14	14/16	[200]
Nimble Shortbows (18", Elite (Ranged), Steady Aim) Keywords: Elf									

Stormwind Cavalry*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	3	-	5	3	3	16	14/16	215
Brew of Sharpness									
Elite (Melee), Thunderous Charge (2) Keywords: Elf									
									35
									[250]

Forest Warden

Hero (LrgInf)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	3	1	3	11/13	90
Lute of Insatiable Darkness									
Crushing Strength (2), Nimble, Pathfinder, Scout Spells: Surge (4) Keywords: Verdant									
									25
									[115]

Tree Herder

Hero (Mon)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	6	5	1	10	-/19	260
Sacred Horn									
Upgrade to Wilfather [1] - Losing Radiance of Life, increasing Attacks to 10 and Nerve to -/19 and gaining Aura (Elite - Verdant only) and Cloak of Death									
									15
									40
									[315]
Crushing Strength (3), Inspiring, Pathfinder, Scout, Strider, Aura (Elite - Verdant only), Cloak of Death Spells: Surge (8) Keywords: Verdant									

Dragon Kindred Lord										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	4	5	6	1	10	17/19	315	
Mace of Crushing									5	
Crushing Strength (3), Elite (Melee), Fly, Inspiring, Nimble									[320]	
Dragon's Breath (12", Steady Aim)										
Keywords: Draconic, Elf										

Total Unit Strength: 19
Total Core: 2000 (100%)

Total Units: 9



SPECIAL RULES AND SPELLS:

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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Cloak of Death	In the Movement phase, after the 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 <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
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.
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 <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.
Inspiring	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.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
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.
Pathfinder	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.
Sacred Horn	The unit gains as additional 3" range to all of its Auras.
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 <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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	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. If, and only if, the surging 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.
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 <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).