

# JAMES MITCHELL - FOREST DEFENDERS



## SYLVAN KIN

NEUTRAL

### 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]
Elite, Pathfinder, Scout, Stealthy Bows (24", Steady Aim) Keywords: Elf, Kindred, Tracker									
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### Hunters of the Wild

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	15	14/16	[140]
Pathfinder, Scout Keywords: Verdant									

### 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
Awakened Guardians [1] (Horde only) - Gain Elite (Melee) and Rallying (1 - Elf only)									
									20
									[220]
Crushing Strength (1), Pathfinder, Scout, Shambling, Elite (Melee), Rallying (1 - Elf only) Keywords: Verdant									

### Silverbreeze Cavalry\*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	4	4	3	1	7	11/13	[130]
Nimble Shortbows (18", Elite (Ranged), Steady Aim) Keywords: Elf									
Regiment(10)	10	4	4	4	3	2	14	14/16	200
Helm of the Drunken Ram									15
									[215]
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	15/17	215
Upgrade to Quicksilver Lancers [1] (Regiment only) - Gain Nimble and increase Waver/Route values +1									
Gain Pathfinder									15
									[255]
Elite (Melee), Thunderous Charge (2), Nimble, Pathfinder Keywords: Elf									

### 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]
Crushing Strength (1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1) Keywords: Airbound, Elemental									

<b>Tree Herder</b>										Hero (Mon) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	6	5	1	10	-/19	260	
Upgrade to Wiltfather [1] - Losing Radiance of Life, increasing Attacks to 10 and Nerve to -/19 and gaining Aura (Vicious - Verdant only) and Cloak of Death. Cannot be taken with artefact.									40	
Crushing Strength (3), Inspiring, Pathfinder, Scout, Strider, Aura (Vicious - Verdant only), Cloak of Death Spells: Surge (8) Keywords: Verdant									[300]	
1	6	3	-	6	5	1	9	-/18	260	
Pipes of Terror									10	
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider Spells: Surge (8) Keywords: Verdant									[270]	
<b>Elven King</b>										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	4	2	0	7	13/15	100	
Upgrade to Wanderer, lowering Defence to 4+, increase Speed and Attacks to 7, gain Pathfinder. Cannot take with mount.									0	
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Mighty, Pathfinder Keywords: Elf									[100]	
<b>Elven Archmage</b>										Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	11/13	60	
The Scrying Gem Bane Chant (2) Lightning Bolt (5)									25	
Individual, Master of Magic Spells: Bane Chant (2), Lightning Bolt (5) Keywords: Elf									20	
									35	
									[140]	

Total Unit Strength: 21  
 Total Core: 2300 (100%)

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Cloak of Death</b>	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> .
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<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>Helm of the Drunken Ram</b>	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
<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>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Master of Magic</b>	This unit can re-roll all to hit rolls of a natural, unmodified 1 with Bane Chant, Heal, Hex, Lightning Bolt, Mind Fog, Surge and Wind Blast.
<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>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<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>	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 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.
<b>The Scrying Gem</b>	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.