

# Sylvan Kin (Tree Ents Army)

2300 / 2300 VALID

## Sylvan Kin [2300]

Forest Shamblers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment (3) [120] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Scout, Shambling <i>Keywords:</i> Elemental, Verdant	6	4+	-	5+	2	9	-/14	3	[120]
Lrg Inf Regiment (3) [120] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Scout, Shambling <i>Keywords:</i> Elemental, Verdant	6	4+	-	5+	2	9	-/14	3	[120]
Lrg Inf Horde (6) [200] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Scout, Shambling <i>Keywords:</i> Elemental, Verdant	6	4+	-	5+	3	18	-/17	3	[200]
Lrg Inf Horde (6) [200] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Scout, Shambling <i>Keywords:</i> Elemental, Verdant	6	4+	-	5+	3	18	-/17	3	[200]
Lrg Inf Horde (6) [200] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Scout, Shambling <i>Keywords:</i> Elemental, Verdant	6	4+	-	5+	3	18	-/17	3	[200]
Lrg Inf Horde (6) [200] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Scout, Shambling <i>Keywords:</i> Elemental, Verdant	6	4+	-	5+	3	18	-/17	3	[200]
Lrg Inf Horde (6) [200] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Scout, Shambling <i>Keywords:</i> Elemental, Verdant	6	4+	-	5+	3	18	-/17	3	[200]

Bolt Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Ent stone throwers] WE 1 [80] Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload) <i>Special Rules:</i> Null Void Bolts <i>Keywords:</i> Elf, Kindred	6	0+	4+	4+	0	2	10/12	2	[80]
[Ent stone throwers] WE 1 [80] Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload) <i>Special Rules:</i> Null Void Bolts <i>Keywords:</i> Elf, Kindred	6	0+	4+	4+	0	2	10/12	2	[80]
[Ent stone throwers] WE 1 [80] Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload) <i>Special Rules:</i> Null Void Bolts <i>Keywords:</i> Elf, Kindred	6	0+	4+	4+	0	2	10/12	2	[80]

Tree Herder	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Treebeard] Hero (Mon) 1 Spellcaster 0 [280] Tome of Darkness Surge (11) <i>Special Rules:</i> Crushing Strength(3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider <i>Keywords:</i> Verdant	6	3+	-	6+	1	9	-/18	5	[260] [20] [0]
Hero (Mon) 1 Spellcaster 0 [280] Zephyr Crown Wind Blast (5) Surge (8) <i>Special Rules:</i> Crushing Strength(3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider <i>Keywords:</i> Verdant	6	3+	-	6+	1	9	-/18	5	[260] [20] [0]
Hero (Mon) 1 Spellcaster 0 [260] Surge (8) <i>Special Rules:</i> Crushing Strength(3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider <i>Keywords:</i> Verdant	6	3+	-	6+	1	9	-/18	5	[260] [0]

Total Units:

13

Total Unit Strength:

22

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Null Void Bolts	Enemy units that suffer 1 or more damage from this unit's ranged attack gain the Spellward special rule until the end of its following turn.
Special Rule	Description
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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.
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.

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.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.

Spell	Description	Special Rules
<b>Surge</b> 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.	
<b>Wind Blast</b> 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
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.
Zephyr Crown	The unit gains the Wind Blast (5) spell, or if the unit already has a Wind Blast spell, its value is increased by 3.