

 Sylvan Kin [2000]

Sylvan Gladestalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [185] Bows (24", Steady Aim) <b>Special Rules:</b> <i>Elite, Pathfinder, Scout, Stealthy</i> <b>Keywords:</b> <i>Elf, Kindred, Tracker</i>	6	4+	4+	3+	2	12	14/16	2	[185]
Inf Regiment [185] Bows (24", Steady Aim) <b>Special Rules:</b> <i>Elite, Pathfinder, Scout, Stealthy</i> <b>Keywords:</b> <i>Elf, Kindred, Tracker</i>	6	4+	4+	3+	2	12	14/16	2	[185]

Hunters of the Wild	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [140] <b>Special Rules:</b> <i>Pathfinder, Scout</i> <b>Keywords:</b> <i>Verdant</i>	5	3+	-	5+	3	15	14/16	2	[140]
Hv Inf Regiment [140] <b>Special Rules:</b> <i>Pathfinder, Scout</i> <b>Keywords:</b> <i>Verdant</i>	5	3+	-	5+	3	15	14/16	2	[140]

Forest Shamblers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [205] Mace of Crushing <b>Special Rules:</b> <i>Crushing Strength(1), Pathfinder, Scout, Shambling</i> <b>Keywords:</b> <i>Elemental, Verdant</i>	6	4+	-	5+	3	18	-/17	3	[200] [5]

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

Silverbreeze Cavalry*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [115] Shortbows (18", Elite(Ranged), Steady Aim) <b>Special Rules:</b> <i>Nimble</i> <b>Keywords:</b> <i>Elf</i>	10	4+	4+	4+	1	7	11/13	3	[115]

Master Hunter	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [115] Bow (24", Piercing(1)) <b>Special Rules:</b> <i>Elite, Individual, Inspiring, Pathfinder, Scout, Stealthy</i> <b>Keywords:</b> <i>Elf, Tracker</i>	7	3+	3+	4+	0	4	11/13	2	[115]

Elven Archmage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [115] Bane Chant (2) Lightning Bolt (5) <b>Special Rules:</b> <i>Individual, Master of Magic</i> <b>Keywords:</b> <i>Elf</i>	6	5+	-	4+	0	1	11/13	2	[60] [20] [35]
Hero (Inf) 1 Spellcaster 3 [95] Lightning Bolt (5) <b>Special Rules:</b> <i>Individual, Master of Magic</i> <b>Keywords:</b> <i>Elf</i>	6	5+	-	4+	0	1	11/13	2	[60] [35]

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

Dragon Kindred Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [310] Blade of Slashing Dragon's Breath (12", Steady Aim) <b>Special Rules:</b> <i>Crushing Strength(3), Elite(Melee), Fly, Inspiring, Nimble</i> <b>Keywords:</b> <i>Draconic, Elf</i>	10	3+	4+	5+	2	10	17/19	6	[305] [5]

Total Units:

12

Total Unit Strength:

18

Total Primary Core Points:

2000 (100.0%)

Custom Rule	Description
Master of Magic	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.

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	
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. 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.	
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.	
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.	
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.	
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>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<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 1 inch 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.

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Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.