

Boskwraiths	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [115]	6	4+	-	3+	1	20	10/12	2	[115]
Special Rules: Elite(Melee),Fury, Pathfinder, Wild Charge(D3) Keywords: Boskwraith, Elf, Verdant									

Sylvan Gladestalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [190]	6	4+	4+	3+	2	12	14/16	2	[185]
Deathroot Arrows [5]									
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Stealthy, Deathroot Arrows Keywords: Elf, Kindred, Tracker									
Inf Regiment [190]	6	4+	4+	3+	2	12	14/16	2	[185]
Deathroot Arrows [5]									
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Stealthy, Deathroot Arrows Keywords: Elf, Kindred, Tracker									
Inf Regiment [190]	6	4+	4+	3+	2	12	14/16	2	[185]
Deathroot Arrows [5]									
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Stealthy, Deathroot Arrows Keywords: Elf, Kindred, Tracker									

Hunters of the Wild	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [160]	5	3+	-	5+	3	15	14/16	2	[140]
Hammer of Measured Force [20]									
Special Rules: Pathfinder, Scout Keywords: Verdant									

Forest Shamblers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235]	6	4+	-	5+	4	18	-/17	3	[200]
Awakened Guardians [20]									
Orb of Towering Presence [15]									
Special Rules: Crushing Strength(1),Pathfinder, Scout, Shambling, Elite(Melee),Rallying(1 - Elf only) Keywords: Elemental, Verdant									
Lrg Inf Horde [200]	6	4+	-	5+	3	18	-/17	3	[200]
Special Rules: Crushing Strength(1),Pathfinder, Scout, Shambling Keywords: Elemental, Verdant									

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

Elven King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [140]	7	2+	-	4+	0	7	13/15	2	[100]
The Shardblade [15]									
Wanderer [0]									
Sabre-Toothed Hunting Cat [10]									
Bow [0]									
Scythe of the Harvester [15]									
Bow (24", Ra: 4+)									
Special Rules: Crushing Strength(1),Elite, Individual, Inspiring, Mighty, Pathfinder, Sabre-Toothed Hunting Cat, Rampage(D3) Keywords: Elf, Warhost									

Tree Herder	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 Spellcaster 0 [300]	6	3+	-	6+	1	10	-/19	5	[260]
Wiltfather [40]									
Surge (8) [0]									
Special Rules: Crushing Strength(3),Inspiring, Pathfinder, Scout, Strider, Aura(Vicious - Verdant Only),Cloak of Death Keywords: Verdant									

Total Units: 10 Total Unit Strength: 18
 Total Primary Core Points: 1800 (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
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
Cloak of Death	In the Movement phase, after this 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 Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Deathroot Arrows	Once per game, when the unit rolls to damage with a ranged weapon, you may choose to reroll up to 3 dice that score a natural, unmodified 1. The unit's Deathroot Arrows are then destroyed and cannot be used again for the remainder of the game.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Rallying	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 Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Sabre-Toothed Hunting Cat	The unit gains Duelist.
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.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
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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.

Artefact	Description
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.