Seb Reeves - Roses - The Trees

2000 / 2000 VALID

1st Battalion

The Wiltfather [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Mon)	6	3+	-	6+	2	10	19	5	[310]

Special Rules: *Cloak of Death, Crushing Strength(3),Fearless, Pathfinder, Scout, Strider, Very Inspiring, Ancient Knowledge*

Forest Warden [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	5+	1	D6+3	13	3	[230]
Healing Brew									[5]
Surge (5)									[20]
Celestial Restoration(2)									[25]
Scorched Earth(2)									[20]

Special Rules: *Crushing Strength(2),Inspiring(Elemental Trait only),Pathfinder, Scout, Strider* ***Traits:*** *Spellcaster*

Forest Shamblers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	6	4+	-	5+	1	8	14	3	[120]

Special Rules: *Crushing Strength(1),Fearless, Scout, Shambling* ***Traits:*** *Elemental*

Core Lrg Inf Troop	6	4+	-	5+	1	8	14	3	[120]

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Special Rules: *Crushing Strength(1),Fearless, Scout, Shambling* ***Traits:*** *Elemental*

Spirit Walkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	6	3+	-	3+	2	15	17	2	[150]

Special Rules: *Dread, Headstrong, Pathfinder, Stealthy, Thunderous Charge(1)* ***Traits:*** *Herd*

Water Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	7	4+	-	5+	2	18	17	3	[215]
Hann’s Sanguinary Scripture									[10]

Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Shambling, Thunderous Charge(2),Lifeleech(1)* ***Traits:*** *Elemental*

Specialist Lrg Inf Regiment	7	4+	-	5+	2	18	17	3	[220]
Aegis of the Elohi									[15]

Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Shambling, Thunderous Charge(2),Iron Resolve* ***Traits:*** *Elemental*

Tree Herder [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Hero (Mon)	6	3+	-	6+	2	9	18	5	[275]
Tome of Darkness									[20]
Surge (5)									

Special Rules: *Crushing Strength(3),Fearless, Pathfinder, Radiance of Life, Scout, Strider, Very Inspiring(Elemental Trait only)* ***Traits:*** *Elemental*

Total Units: 11 **Total Unit Strength:** 16
Total Points: 2000

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Blessing of the Lady	4	The unit gains n Barkskin Tokens (see the Barkskin Spell),where n is the number of successful dice rolled to issue this order. A unit with Barkskin tokens granted by this Command, cannot receive them by any other means this Turn.
Nature Trails	5	Units with the Herd or Elemental Trait only. The unit gains the Strider special rule.
Stampede	5	Units with the Herd Trait only. An enemy unit that is Charged by this unit in this Movement Phase and Routed in Combat this Turn is treated by this unit as though it had the Yielding special rule. This unit with Stampede must then choose to go Forward! as its post-Combat Outcome, and if it contacts

		another unit, it will be Hindered.
Elemental Force	4	Units with the Elemental Trait only. The unit gains the Rampage (n+2 - Combat) special rule where n is the number of successful dice rolled to issue this order.
Entanglement of Thorns	4	If this unit is Routed in Combat this Round, any units it was Engaged with can only be given a Hold! post-Combat order.

Special Rule	Description
Ancient Knowledge	This unit has a +1 modifier when rolling to issue Command Orders to units with the Elemental Trait.
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 (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Dread	While within 6” of this unit, enemy units have -1 to their Nerve value, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
Lifeleech (n)	When this unit completes its to-hit and to-damage rolls in Combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of (n).
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6” of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Regeneration (n)	Once per Turn, immediately before resolving the unit’s Movement order, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. 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 as normal.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
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.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this unit have a (+n) modifier when rolling to damage. This bonus is in addition to the unit’s Crushing Strength (if any). However, the unit loses this bonus when Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9”. Any rule that affects Inspiring also affects Very Inspiring.

Spell	Description
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.

Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Hann’s Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Aegis of the Elohi	The unit gains the Iron Resolve (+1) special rule.
Tome of Darkness	The hero gains the Surge (5) spell, or if the hero already has a Surge spell, its value is increased by 3.