

Richard Heath**Sylvan Kin (Neutral)****Kindred Archers****Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	5	5	4	2	2	10	14/16	120
Elite (Ranged) Bows (Range 24") Keywords: Elf, Kindred									
Regiment(20)	6	5	5	4	2	2	10	14/16	120
Elite (Ranged) Bows (Range 24") Keywords: Elf, Kindred									

Kindred Tallspears**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	4	-	4	2	1	12	10/12	90
Elite (Melee), Phalanx Keywords: Elf, Kindred									
Troop(10)	6	4	-	4	2	1	12	10/12	90
Elite (Melee), Phalanx Keywords: Elf, Kindred									

Hunters of the Wild**Heavy Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	3	-	5	2	1	12	10/12	105
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
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									
Horde(6)	6	4	-	5	3	3	18	-/17	200
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									

Kindred Gladestalkers***Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	4	4	3	2	1	8	10/12	130
Elite, Pathfinder, Scout Bows (24", Steady Aim) Keywords: Elf, Kindred, Tracker									
Troop(10)	6	4	4	3	2	1	8	10/12	130
Elite, Pathfinder, Scout Bows (24", Steady Aim) Keywords: Elf, Kindred, Tracker									

Tree Herder**Hero (Mon)
Spellcaster: 0**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	6	5	1	9	-/18	260
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider Spells: Surge (8) Keywords: Verdant									
1	6	3	-	6	5	1	9	-/18	260
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider Spells: Surge (8) Keywords: Verdant									

Elven Archmage**Hero (Inf)
Spellcaster: 2**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	11/13	60
Inspiring Talisman Heal (4) Individual, Master of Magic Spells: Heal (4)									

Keywords: Elf

Avatar of the Green Lady [1]

Hero (Inf)
Spellcaster: 3

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	5	-	5	2	0	1	13/15	185

Balance, Fly, Individual, Inspiring, Regeneration (5+)
Spells: Heal (6)
Keywords: Phantasm, Verdant

Hero

Balance At the start of each of your Turns, you may choose for this unit to have either Cload of Death or Radiance of Life.

Bows

Bows (Range 24")

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. 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.

Heal Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.

Individual See page 34.

Inspiring 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 *Inspiring* rule. In this case, the unit will only Inspire itself and the unit(s) specified.

Inspiring Talisman The unit gains the *Inspiring* special rule.

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 and Wind Blast.

Pathfinder The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. *Pathfinder* units are not Hindered when making a Charge though Difficult Terrain.

Phalanx Units that Charge this unit's front cannot use the *Thunderous Charge* special rule. In addition, Cavalry, Large Cavalry and units with the *Fly* special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.

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.

Regeneration (5+) Every time this unit receives a Movement order (including Halt), before doing anything else, 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 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.

Surge 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 *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.