

LUKE HAYWARD - FRANTICON DOUBLES



FORCES OF NATURE

NEUTRAL

Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	4	-	6	3	2	9	-/15	130
Blade of Slashing									5
Brutal, Crushing Strength (1), Pathfinder, Shambling									[135]
Keywords: Earthbound									
Horde(6)	5	4	-	6	3	3	18	-/18	220
Aegis of the Elohi									15
Brutal, Crushing Strength (1), Pathfinder, Shambling									[235]
Keywords: Earthbound									
Horde(6)	5	4	-	6	3	3	18	-/18	220
Brew of Sharpness									45
Brutal, Crushing Strength (1), Pathfinder, Shambling									[265]
Keywords: Earthbound									

Druid

Hero (Inf)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	10/12	65
Tome of Darkness									20
Surge (4)									10
Individual, Inspiring, Pathfinder									[95]
Spells: Heal (2), Surge (4)									
Keywords: Verdant									

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
Conjurer's Staff									10
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider									[270]
Spells: Surge (8)									
Keywords: Verdant									

Total Unit Strength: 9
Total Core: 1000 (100%)

Total Units: 5



SPECIAL RULES AND SPELLS:

Aegis of the Elohi	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge through Difficult Terrain.
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 <i>Scout</i> 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 <i>Scout</i> 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 <i>Fly</i> 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.
Tome of Darkness	The unit gains the Surge (4) spell, or if the unit already has a Surge spell, its value is increased by 4.