

RICHARD HEATH SYLVAN KIN 2300PTS CAK8



SYLVAN KIN

NEUTRAL

Sylvan Gladestalkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	4	3	2	3	12	14/16	[175]
Elite, Pathfinder, Scout, Stealthy Bows (24", Steady Aim) Keywords: Elf, Kindred, Tracker									

Hunters of the Wild

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	15	14/16	[140]
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
Brew of Haste Awakened Guardians [1] (Horde only) - Gain Elite (Melee) and Rallying (1 - Elf only) Crushing Strength (1), Pathfinder, Scout, Shambling, Elite (Melee), Rallying (1 - Elf only) Keywords: Verdant									
Horde(6)	6	4	-	5	3	3	18	-/17	[240]
Crushing Strength (1), Pathfinder, Scout, Shambling 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	10	-/19	260
Upgrade to Wiltfather [1] - Losing Radiance of Life, increasing Attacks to 10 and Nerve to -/19 and gaining Aura (Vicious - Verdant only) and Cloak of Death. Cannot be taken with artefact. Crushing Strength (3), Inspiring, Pathfinder, Scout, Strider, Aura (Vicious - Verdant only), Cloak of Death Spells: Surge (8) Keywords: Verdant									
1	6	3	-	6	5	1	9	-/18	[300]
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider Spells: Surge (8) Keywords: Verdant									

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	[150]
Balance, Fly, Individual, Inspiring, Pathfinder, Regeneration (5+) Spells: Heal (6) Keywords: Phantasm, Verdant									

Nimue Waydancer [1]

Hero (Inf)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	12/14	[150]
Cloak of Death, Individual, Inspiring, Stealthy, Wanderer of the Ways Spells: Fireball (10), Heal (4), Surge (4), Wind Blast (5) Keywords: Elf, Verdant									

Wardens of the Sacred Groves [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Forest Guard (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	3	-	4	2	3	12	15/17	[170]	
Elite (Melee), Pathfinder, Scout, Thunderous Charge (1) Keywords: Elf, Tracker										
Regiment(20)	6	3	-	4	2	3	12	15/17	[170]	
Elite (Melee), Pathfinder, Scout, Thunderous Charge (1) Keywords: Elf, Tracker										
Boskwraiths (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	6	4	-	3	2	1	20	10/12	[120]	
Elite (Melee), Fury, Pathfinder, Scout, Wild Charge (D3) Keywords: Boskwraith, Elf, Verdant										
Troop(10)	6	4	-	3	2	1	20	10/12	[120]	
Elite (Melee), Fury, Pathfinder, Scout, Wild Charge (D3) Keywords: Boskwraith, Elf, Verdant										
Elven King with Wanderer (F)										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	4	2	0	7	13/15	[105]	
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Mighty, Pathfinder, Scout Keywords: Elf										

Total Unit Strength: 22
Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

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.
Balance	At the start of each of your Turns, you may choose for this unit to have either Cloak of Death or Radiance of Life.
Brew of Haste	This unit increases its Speed stat by +1.
Cloak of Death	In the Movement phase, after the 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 <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
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.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
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 (page 30 in gamers edition)
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.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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 though 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.
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 <i>Rallying</i> are in range.
Regeneration	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 <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.
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.
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.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wanderer of the Ways	Once per game, before Nimue Waydancer is given an order, she increases her Speed to 10 and gains the Fly special rule until the end of the turn. In the turn this ability is activated, Nimue Waydancer may still cast spells even if she was given an At The Double order.
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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.
Wind Blast	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" 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 1" away from enemy units or just out of contact with blocking terrains and friends. This spell has no effect on Speed 0 units.