Sylvan Kin - Event List



Sylvan Kin [2300]

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

Kindred Warriors Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [200]	6	4+	-	4+	4	25	21/23	2	[200]
Special Rules: Elite(Melee) Keywords: Elf. Kindred									

Sylvan Gladestalkers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [185]	6	4+	4+	3+	3	12	14/16	2	[185]
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Sco.	ut, Stealthy	Keywords:	Elf, Kindred,	Tracker					
Regiment (20) [185]	6	4+	4+	3+	3	12	14/16	2	[185]
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Sco	ut, Stealthy	Keywords:	Elf, Kindred,	Tracker					
Regiment (20) [185]	6	4+	4+	3+	3	12	14/16	2	[185]
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Stealthy Keywords: Elf, Kindred, Tracker									

Air Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [240]	10	3+	-	4+	3	18	-/17	3	[220]
Hammer of Measured Force									[20]
Special Rules: Fly, Nimble, Pathfinder, Shambling Keywords: Airbound, Elemental									

Greater Air Elemental Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [180]	10	3+	-	4+	1	10	-/18	5	[180]
Special Rules: Crushing Strength(1),	Fly, Nimble,	Pathfinder,	Shambling,	Thunderous	Charge(1)	Keywords:	Airbound, E	lemental	
1 Spellcaster 0 [180]	10	3+	-	4+	1	10	-/18	5	[180]
Special Rules: Crushing Strength(1),	Fly, Nimble,	Pathfinder,	Shambling,	Thunderous	Charge(1)	Keywords:	Airbound, E	lemental	

Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
7	2+	-	4+	0	7	13/15	2	[100]
								[15]
								[0]
								[20]
	Sp7							

Special Rules: Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans), Elite(Melee), Individual, Inspiring, Mighty, Pathfinder Keywords: Elf

Elven Archmage Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [125]	6	5+	-	4+	0	1	11/13	2	[60]
Boots of Levitation									[30]
Alchemist's Curse[1](4)									[35]
Special Rules: Individual, Master of	Magic Keyv	vords: Elf							
1 Spellcaster 3 [105]	6	5+	-	4+	0	1	11/13	3	[60]
Ej Periscope									[5]
Bane Chant (2)									[20]
Scorched Earth(2)									[20]
Special Rules: Individual, Master of	Magic Keyv	vords: Elf							

Forest Warden Hero (Large	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Infantry)									
1 Spellcaster 0 [90]	6	3+	-	5+	1	3	11/13	3	[90]
Surge (4)									[0]
Special Rules: Crushing Strength(2)	,Nimble, Pati	hfinder, Sco	ut Keyword	s: Verdant					

Tree Herder Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [260]	6	3+	-	6+	1	9	-/18	5	[260]
Surge (8)									[0]
Special Rules: Crushing Strength(3),	Inspiring, Pa	athfinder, Ra	adiance of Li	ife, Scout, S	trider Keyw	ords: Verda	nt		

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Total Units: Total Primary Core Points: 14 2300 (100.0%)

Total Primary Core Poin	ts: 2300 (100.0%)
Custom Rule	Description
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, Surge and Wind Blast.
Special Rule	Description
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.
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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
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 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 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.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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, 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.
Spell	Description Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
Surge Range: 12"	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

Friendly – Shambling Only	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 ofthe Enemy unit and not the edge, determine whicharc of the target unit the Leader Point of the surgingunit is in before it moves and align to that side toattack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is beingcharged. If the Surge move took the unit over an Obstacle orthrough Difficult Terrain, then it will be Hinderedin the ensuing combat as normal. This spell has no effect on units with Speed 0.	
Alchemist's Curse[1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover
Scorched Earth Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.	
Artefact	Description	
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.	
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Titans) special rule.	Monsters and
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.	