

Flo's Shooty Sylvans (Northern Kings)

2300 / 2300 VALID

Sylvan Kin [2300]

| Forest Guard | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| Inf Horde [280] | 7 | 3+ | - | 4+ | 4 | 25 | 22/24 | 2 | [260] |
| Brew of Haste | | | | | | | | | |
| Special Rules: Elite(Melee),Pathfinder, Thunderous Charge(1) Keywords: Elf, Tracker, Warhost | | | | | | | | | |

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

| The Windborne [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| Cav Troop Spellcaster 0 [135] | 10 | 4+ | - | 4+ | 1 | 7 | 11/13 | 3 | [135] |
| Wind Blast (7) | | | | | | | | | |
| Special Rules: Elite, Nimble, Windborne Arrows Keywords: Elf | | | | | | | | | |

| Wild Gur Panthers* | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|------|
| Cav Troop [85] | 10 | 4+ | - | 3+ | 1 | 6 | 9/11 | 2 | [85] |
| Special Rules: Nimble, Pathfinder, Vicious(Melee) Keywords: Beast | | | | | | | | | |
| Cav Troop [85] | 10 | 4+ | - | 3+ | 1 | 6 | 9/11 | 2 | [85] |
| Special Rules: Nimble, Pathfinder, Vicious(Melee) Keywords: Beast | | | | | | | | | |

| Silverbreeze Cavalry* | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Cav Regiment [180] | 10 | 4+ | 4+ | 4+ | 2 | 14 | 14/16 | 3 | [180] |
| Shortbows (18", Elite(Ranged),Steady Aim) | | | | | | | | | |
| Special Rules: Nimble Keywords: Elf | | | | | | | | | |

| Bolt Thrower | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|------|
| WE 1 [80] | 6 | 0+ | 4+ | 4+ | 0 | 2 | 10/12 | 2 | [80] |
| Bolt Thrower (48", Blast(D3),Elite(Ranged),Piercing(2),Reload) | | | | | | | | | |
| Special Rules: Null Void Bolts Keywords: Elf, Kindred | | | | | | | | | |

| Master Hunter | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Hero (Inf) 1 [130] | 7 | 3+ | 3+ | 4+ | 0 | 4 | 11/13 | 2 | [115] |
| Axe of the Giant Slayer | | | | | | | | | |
| Bow (24", Piercing(1)) | | | | | | | | | |
| Special Rules: Elite, Individual, Inspiring, Pathfinder, Scout, Stealthy, Slayer(D3) Keywords: Elf, Tracker | | | | | | | | | |

| Elven King | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| Hero (Inf) 1 [135] | 7 | 2+ | - | 4+ | 0 | 7 | 13/15 | 2 | [100] |
| The Shardblade | | | | | | | | | |
| Wanderer | | | | | | | | | |
| Bow | | | | | | | | | |
| Blade of the Beast Slayer | | | | | | | | | |
| Bow (24", Ra: 4+) | | | | | | | | | |
| Special Rules: Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans),Elite, Individual, Inspiring, Mighty, Pathfinder Keywords: Elf, Warhost | | | | | | | | | |

| Elven Archmage | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|------|
| Hero (Inf) 1 Spellcaster 3 [115] | 6 | 5+ | - | 4+ | 0 | 1 | 11/13 | 2 | [60] |
| Zephyr Crown | | | | | | | | | [20] |
| Wind Blast (9) | | | | | | | | | [25] |
| Mindfog(2) | | | | | | | | | [10] |
| Special Rules: Individual, Master of Magic Keywords: Elf | | | | | | | | | |

| Nimue Waydancer [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Hero (Inf) 1 Spellcaster 1 [150] | 6 | 5+ | - | 4+ | 0 | 1 | 12/14 | 2 | [150] |
| Fireball (10) | | | | | | | | | [0] |
| Heal (4) | | | | | | | | | [0] |
| Surge (4) | | | | | | | | | [0] |
| Wind Blast (5) | | | | | | | | | [0] |
| Special Rules: Cloak of Death, Individual, Inspiring, Stealthy, Wanderer of the Ways Keywords: Elf, Verdant | | | | | | | | | |

Total Units: 15 **Total Unit Strength:** 19
Total Primary Core Points: 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. |
| 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. |
| Windborne Arrows | For each hit caused with this unit's Wind Blast spell, in addition to moving the target, roll to damage as normal. |
| Null Void Bolts | Enemy units that suffer 1 or more damage from this unit's ranged attack gain the Spellward special rule until the end of its following turn. |

| Special Rule | Description |
|-------------------|--|
| Blast | If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused. |
| 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 | 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. |
| 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain. |
| Piercing | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage. |
| Reload | The unit can only make ranged attacks if it received a Halt order in its previous Movement phase. |
| 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. |
| Slayer | When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn. |

| | |
|-------------------|---|
| 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. |
| 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). |
| Vicious | Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1. |

| Spell | Description | Special Rules |
|---|---|---|
| Fireball Range: 12" Enemy | Roll to damage the enemy as normal. | Shattering, Hits on a 5+ against units in Cover or with Stealthy. |
| Heal Range: 12" Friendly, Self, CC | For each hit, the target unit regains a point of damage that it has previously suffered. | |
| Mind Fog Range: 36" Enemy | Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. | Shattering |
| Surge Range: 12" Friendly – Shambling Only | 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 in effect for this movement. This Movement may bring a Surged unit within 1" of enemy units. 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. | |
| Wind Blast Range: 18" Enemy | For each hit the target enemy unit is pushed 1 inch 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 inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units. | |

| Artefact | Description |
|---------------------------|--|
| Axe of the Giant Slayer | Individuals only. The unit gains the Slayer (D3) special rule. |
| Blade of the Beast Slayer | The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule. |
| Brew of Haste | This unit increases its Speed stat by +1. |
| Zephyr Crown | The unit gains the Wind Blast (5) spell, or if the unit already has a Wind Blast spell, its value is increased by 3. |