

WOODLANDERS TO THE STRONGHOLD!

v5.1

Army Trait

Woodlander Realms

Brochs

The Woodlander army deploys Woodlander Brochs instead of camps. Brochs are treated as camps fortified on all faces.

The Great Wood

2 additional woods (1 box) after the terrain placement phase, but before deployment. These woods cannot be moved.

Dying Race

The Woodlander army must surrender 1 victory medal before the battle begins.

Army Characteristics

Keen Eye

Units with this characteristic add 1 to their PIP for any shooting attack

Forest Runners

Troops with this characteristic move into, and through, woods as an easy activation.

In addition while in woods troops benefit from a -1 save bonus in melee combat.

Forest Spirit

While in a Wood, units with this characteristic do not take break tests

Spells

WILD BLAST

Cast 6+

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.

THE HUNT RIDES OUT

Cast 6+

The spell can be cast on any friendly unit within 3 boxes visible to the Wizard. The unit can move just as if it had received a successful activation. Detached Generals and Wizards that are in the same box will not move with it, they remain where they are.

ACORNS OF THE AGES

Cast 7+

If cast successfully the wizard may move a box containing a wood (and any friendly or enemy units therein) into an adjacent empty box keeping the same orientation. The target box and the final destination must both be within 3 boxes of the casting Wizard.

THE ETERNAL REALMS

Cast 8+

The spell is cast on any friendly box containing Woods within 3 boxes of the Wizard. If successfully cast place an *Eternal Realms token* in the box. Any troops in a box containing an *Eternal Realms token* cannot be targeted by missile fire.

WOODLANDERS

Woodlander Realms

Points

0

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Woodlander Wood Dragon	Monstrous Creature (III)			Fly Breath Weapon		3	4	6 +	1	245

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points	
Woodlander Chariots	●	0	2	Chariots, bow	Veteran		Keen Eye		2	2	7 +	2	120	
Woodlander Centaurs		0	2	Cavalry, bow			Keen Eye		2	2	8 +	2	100	
Woodland Spearmen	●	2	5	Spearmen			Forest Runners		2	2	7 +	2	73	
Woodland Archers	●	2	5	Longbowmen			Keen Eye Forest Runners		2	2	8 +	2	103	
				Longbowmen			Keen Eye Forest Runners	Small	1	1	8 +	1	58	
Woodlander Centrads		0	2	Knights - Lance			Forest Spirit Fearless		2	2	6 +	2	120	
Woodlander Tree Knights		0	1	Monstrous Creature (I)		2HCCW	Forest Runners Forest Spirit		2	2	5 +	1	123	
Woodlander Dryads	●	0	4	Billmen, Deep			Forest Runners Forest Spirit		3	3	7 +	3	113	
Woodlander Rangers		0	2	Light infantry, bow	Veteran		Keen Eye Forest Spirit		1	1	7 +	1	70	
Woodlander Animal Spirits		0	2	Auxiliaries	Veteran		Forest Runners Fanatic		Small	1	1	6 +	1	58
Woodlander Treewomen		0	2	Monstrous Creature (II)			Forest Spirit Stupid		2	3	5 +	1	130	
Woodlander Raptors		0	3	Cavalry, bow			Keen Eye Fleet		2	2	9 +	2	135	
				Light cavalry, bow			Keen Eye Fleet		1	1	9 +	1	95	
Woodlander Ballista		0	2	Artillery (Bolt Shooter) - mobile			Keen Eye		1	1	7 +	1	75	