Wickerman: All Hallows Evil

2750 / 2750 VALID

1st Battalion

The Wiltfather [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Wiltfather Rotvälta] Warlord Hero (Mon)	6	3+	-	6+	2	10	19	5	[310]
Special Rules: *Cloak of Death, Crushing Strength(3),Fearless, Pathfinder, Scout, Strider, Very Inspiring, Ancient Knowledge*									

Tribal Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	**30**	24	2	[220]
Spears									[25]
Hammer of Measured Force									[20]
Special Rules: *Pathfinder, Thunderous Charge(1),Phalanx* ***Traits:*** *Herd*									
Core Inf Regiment	6	4+	-	4+	2	12	15	2	[115]
Hann's Sanguinary Scripture									[10]
Special Rules: *Pathfinder, Thunderous Charge(1),Lifeleech(1)* ***Traits:*** *Herd*									

Critters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: *Fly, Height(1),Pathfinder, Vicious(Combat)* ***Traits:*** *Herd*									
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: *Fly, Height(1),Pathfinder, Vicious(Combat)* ***Traits:*** *Herd*									

Forest Shamblers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	6	4+	-	5+	1	8	14	3	[120]
Special Rules: *Crushing Strength(1),Fearless, Scout, Shambling* ***Traits:*** *Elemental*									
Core Lrg Inf Troop	6	4+	-	5+	1	8	14	3	[120]
Special Rules: *Crushing Strength(1),Fearless, Scout, Shambling* ***Traits:*** *Elemental*									

Tree Herder [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Hero (Mon)	6	3+	-	6+	2	9	18	5	[280]
The Scrying Gem									[25]
Special Rules: *Crushing Strength(3), Fearless, Pathfinder, Radiance of Life, Scout, Strider, Very Inspiring(Elemental Trait only)* ***Traits:*** *Elemental*									
Support Hero (Mon)	6	3+	-	6+	2	9	18	5	[255]
Special Rules: *Crushing Strength(3), Fearless, Pathfinder, Radiance of Life, Scout, Strider, Very Inspiring(Elemental Trait only)* ***Traits:*** *Elemental*									

2nd Battalion

Forest Warden [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Hallowed Queen Dani Ardor] Champion Hero (Lrg Inf)	6	3+	-	5+	1	D6+3	13	3	[230]
Tome of Darkness									[20]
Surge (8)									[20]
Host Shadowbeast(8)									[30]
Special Rules: *Crushing Strength(2),Inspiring(Elemental Trait only),Pathfinder, Scout, Strider* ***Traits:*** *Spellcaster*									

Tribal Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	4+	-	4+	2	12	15	2	[110]
Fire-Oil									[5]
Special Rules: *Pathfinder, Thunderous Charge(1),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)* ***Traits:*** *Herd*									

Forest Shamblers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	6	4+	-	5+	1	8	14	3	[120]
Special Rules: *Crushing Strength(1),Fearless, Scout, Shambling* ***Traits:*** *Elemental*									

Fire Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Troop	6	3+	-	5+	1	8	14	3	[170]
Diadem of Dragonkind									[30]
Fireball (4)									
Special Rules: *Crushing Strength(2),Fearless, Shambling, Vicious(Combat)* ***Traits:*** *Elemental*									

Beast of Nature [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[The Great Pumpkin] Specialist Mon	7	3+	-	5+	2	7	17	5	[185]

Special Rules: *Crushing Strength(2),Pathfinder, Vicious(Combat),Enraged* ***Traits:*** *Elemental*

Greater Fire Elemental [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Wicker Man] Support Mon	6	3+	-	5+	2	10	18	5	[225]
Fireball (4)									[0]

Special Rules: *Crushing Strength(3),Fearless, Shambling, Strider, Vicious(Combat)* ***Traits:*** *Elemental*

Great Totem [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	0	-	-	6+	1	0	18	5	[160]

Special Rules: *Aura(9", Vicious(Combat)),Height(5),Rallying, Very Inspiring, Advanced Deployment, Call of Nature*

Total Units: 16 **Total Unit Strength:** 26
Total Points: 2750

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Blessing of the Lady	4	The unit gains n Barkskin Tokens (see the Barkskin Spell),where n is the number of successful dice rolled to issue this order. A unit with Barkskin tokens granted by this Command, cannot receive them by any other means this Turn.
Nature Trails	5	Units with the Herd or Elemental Trait only. The unit gains the Strider special rule.
Stampede	5	Units with the Herd Trait only. An enemy unit that is Charged by this unit in this Movement Phase and Routed in Combat this Turn is treated by this unit as though it had the Yielding special rule. This unit with Stampede must then choose to go Forward! as its post-Combat Outcome, and if it contacts another unit, it will be Hindered.
Elemental Force	4	Units with the Elemental Trait only. The unit gains the Rampage (n+2 - Combat) special rule where n is the number of successful dice rolled to issue this order.
Entanglement of Thorns	4	If this unit is Routed in Combat this Round, any units it was Engaged with can only be given a Hold! post-Combat order.

Special Rule	Description
Advanced Deployment	After both sides have deployed, but before any Scout moves, deploy this unit anywhere on your half of the board in Open Terrain, except on any tokens or markers. After this it cannot be moved for any reason.
Ancient Knowledge	This unit has a +1 modifier when rolling to issue Command Orders to units with the Elemental Trait.
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Call of Nature	In the Movement Phase, the Totem can attempt to issue a Command Order rolling 2D6 like a Champion. However, this unit cannot be the target of Command Orders itself, from any source.
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 (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.

Enraged	In combat, this unit has a number of additional attacks equal to the points of damage it has currently suffered.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Lifeleech (n)	When this unit completes its to-hit and to-damage rolls in Combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of (n).
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. 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 as normal.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.

Spell	**Description**
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
Host Shadowbeast Range: 12" CC, Self, Friendly Hero/Inf, Hero/Cav only	This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start of its following Turn, the target may make an additional attack when attacking in Combat. These attacks are rolled separately from their normal attacks and always hit on a 3+, with the Crushing Strength (3) special rule. These attacks are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional Crushing Strength above 3). A spellcaster may cast Host Shadowbeast onto themselves and can do so even when Engaged with an enemy unit. Multiple castings on the same target have no additional effect.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit

to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).
Hann’s Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Hammer of Measured Force	In Combat, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Diadem of Dragonkind	The unit gains the Fireball (4) spell, or if the unit already has a Fireball spell, its value is increased by 2.
Tome of Darkness	The hero gains the Surge (5) spell, or if the hero already has a Surge spell, its value is increased by 3.