

START OF GAME

- Place WyldWood – 1" from anything

HERO PHASE

- TLA Command Ability – 10" reroll 1s for saves (Hunters + 8")
- HURRICANUM – Comet, 6, 18", 1-3 enemy unit, 4-6 your picked unit, D6MW
- BRANCHWRAITH - RANU - +1 or +2 to cast
- Acorn – WyldWood in 5", not 1"
- TLA summon WyldWood (4+, 15", not 3" of models)
- Regrowth – 5, 18", one model = +D6W
- Dwellers – 7, 10", one unit, 6s = MW
- Awakening Wood (TLA) 6, WW in 24", 3" = D3MW
- Verdant Blessing – 6, WW in 18", not in 1
- Roused – successful cast, 6", 5+ 1" D3MW
- Forest Folk move – own territory, or 3" of WW – must be 9" away
- Terrain

MOVEMENT PHASE

- Realmroots – 3" WW, 3" WW >9", roll D6 (D+TLA = 2+)
- WyldWood – run, charge - 1=dead, not HERO or MONSTER

SHOOTING PHASE

- Hurricanum - +1 to hit
- Storm of Shemtek – 18", visible, roll (3-1) dice, 1-3 = 1MW, 4-5 = D3MW, 6 = D6MW

CHARGE PHASE

- Thicket re-rolls (1" pile-in)

COMBAT PHASE

- STOMP! D6 per unit, 4+ = -1 to hit
- Re-roll 1s to hit and wound by Winterleaf units on Chaos units
- Dryads = extra attacks on 6s to hit
- Branchwraith and Dryads - -1 to hit if WW in 3"
- Dryads - IN OWN COMBAT PHASE - +1 to hit vs 1 enemy unit
- TRAMPLE! 1", 4+=MW

BATTLESHOCK PHASE

- 10+ = 1