

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Minutemen [10]	5+	6+	10x Hand Weapon (A1)	Strider	60pts
Detachment [5]	5+	6+	5x Deko Stick (A1, Stun)	Ambush, Dodge, Strider	45pts
Slingshots [5]	5+	6+	5x Slingshot (18", A1, Stun), 5x Hand Weapon (A1)	Strider	55pts
Mudmen [5]	5+	6+	5x Hand Weapon (A1)	Ambush, Regeneration, Strider	50pts
Wolfo Riders [5]	5+	5+	5x Hand Weapon (A1), 5x Rending Claws (A1, Rending)	Fast, Strider	70pts
Grove Watchers [5]	4+	5+	5x Hand Weapon (A1)	Shield Wall, Strider	50pts
Emerald Archers [5]	4+	5+	5x Fairy Bow (30", A1), 5x Hand Weapon (A1)	Strider	90pts
Koro Warriors [5]	4+	5+	5x Hand Weapon (A1)	Fearless, Regeneration, Strider	65pts
Deko Tree [1]	4+	3+	Deko Branches (A6, AP(1), Stun)	Fear(1), Fearless, Regeneration, Strider, Tough(6)	155pts
Shrine of Courage [1]	4+	4+	Crew Attacks (A2)	Courage Blessing, Strider, Tough(6)	95pts
Bouldershot [1]	5+	5+	Bouldershot (30", A2, AP(2), Deadly(3)), Crew (A3)	Entrenched, Immobile, Tough(3)	85pts
Mudmen Mantlet [1]	5+	4+	Light Bolt Thrower (30", A1, AP(3), Deadly(6)), Mudmen Crew (A3, Counter)	Entrenched, Shield Wall, Strider, Tough(3)	115pts
Chief [1]	4+	5+	Hand Weapon (A3)	Hero, Strider, Tough(3)	35pts
Koro Councilor [1]	4+	5+	Hand Weapon (A3)	Fearless, Hero, Regeneration, Strider, Tough(3)	50pts

SPECIAL RULES

Courage Blessing: Once per this unit's activation, before attacking, pick 2 friendly units within 12", which get +1 to their next morale test roll.

Dodge: Enemies get -1 to hit in melee when attacking units where all models have this rule.

Healing Aura: This model and its unit get Regeneration.

Master Scout: This model and its unit get Scout.

Shield Wall: This model gets +1 to defense rolls against hits that are not from spells.

Stun: Ignores Regeneration, and the target must re-roll unmodified Defense rolls of 6 when blocking hits.

KOKORI ARMY SPELLS

Stun Seed (1): Target enemy unit within 18" gets -1 to defense rolls next time it takes hits.

Baba Vine (1): Target enemy unit within 12" takes 4 hits.

Magic Beans (2): Target 2 friendly units within 12" get Flying next time they move.

Deko Like (2): Target enemy model within 12" takes 2 hits with AP(4).

Golden Seeds (3): Target 2 friendly units within 12" get AP(+2) next time they shoot.

Great Baba (3): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(6).

Minutemen [10] - 60 pts	
Quality 5+	Defense 6+
10x Hand Weapon (A1) Strider	
Upgrade up to three models with one:	
+5pts Sergeant	
+10pts Musician	
+15pts Banner	
Replace all Hand Weapons:	
+10pts Hand Weapon (A1), Deko Shield (Shield Wall)	
+10pts Deko Stick (A1, Stun)	
+25pts Dual Hand Weapons (A2)	
Upgrade one model with:	
+5pts Deko Nut (A1, Blast(3), Limited, Stun)	

Detachment [5] - 45 pts	
Quality 5+	Defense 6+
5x Deko Stick (A1, Stun) Ambush, Dodge, Strider	
Upgrade up to three models with one:	
+5pts Sergeant	
+10pts Musician	
+15pts Banner	
Upgrade one model with:	
+5pts Deko Nut (A1, Blast(3), Limited, Stun)	

Slingshots [5] - 55 pts	
Quality 5+	Defense 6+
5x Hand Weapon (A1) 5x Slingshot (18", A1, Stun) Strider	
Upgrade up to three models with one:	
+5pts Sergeant	
+10pts Musician	
+15pts Banner	
Upgrade all models with one:	
+5pts Wooden Armor (Defense(1))	
+5pts Wilderness Training (Ambush)	
Upgrade one model with:	
+5pts Deko Nut (A1, Blast(3), Limited, Stun)	

Mudmen [5] - 50 pts	
Quality 5+	Defense 6+
5x Hand Weapon (A1) Ambush, Regeneration, Strider	
Replace all Hand Weapons:	
+15pts Spear (A1, Counter)	
+15pts Halberd (A1, Rending)	

Wolfo Riders [5] - 70 pts	
Quality 5+	Defense 5+
5x Hand Weapon (A1) 5x Rending Claws (A1, Rending) Fast, Strider	
Upgrade up to three models with one:	
+5pts Sergeant	
+10pts Musician	
+15pts Banner	
Replace all Hand Weapons:	
+5pts Deko Stick (A1, Stun)	
+10pts Lance (A1, Lance)	
+15pts Halberd (A1, Rending)	

Grove Watchers [5] - 50 pts	
Quality 4+	Defense 5+
5x Hand Weapon (A1) Shield Wall, Strider	
Upgrade up to three models with one:	
+5pts Sergeant	
+10pts Musician	
+15pts Banner	
Replace all Hand Weapons:	
+5pts Deko Stick (A1, Stun)	
+15pts Halberd (A1, Rending)	
+20pts Spear (A1, Counter)	
+20pts Great Weapon (A1, AP(2))	
Upgrade all models with:	
+10pts Scout	
Upgrade one model with:	
+5pts Deko Nut (A1, Blast(3), Limited, Stun)	

Emerald Archers [5] - 90 pts	
Quality 4+	Defense 5+
5x Hand Weapon (A1) 5x Fairy Bow (30", A1) Strider	
Upgrade up to three models with one:	
+5pts Sergeant	
+10pts Musician	
+15pts Banner	
Upgrade all models with:	
+10pts Scout	
Upgrade one model with:	
+5pts Deko Nut (A1, Blast(3), Limited, Stun)	

Koro Warriors [5] - 65 pts	
Quality 4+	Defense 5+
5x Hand Weapon (A1) Fearless, Regeneration, Strider	
Upgrade up to three models with one:	
+5pts Sergeant	
+10pts Musician	
+15pts Banner	
Replace all Hand Weapons:	
+5pts Deko Stick (A1, Stun)	
+15pts Halberd (A1, Rending)	
+20pts Spear (A1, Counter)	
Upgrade all models with:	
+10pts Ambush	
Upgrade one model with:	
+5pts Deko Nut (A1, Blast(3), Limited, Stun)	

Deko Tree [1] - 155 pts	
Quality 4+	Defense 3+
Deko Branches (A6, AP(1), Stun) Fear(1), Fearless, Regeneration, Strider, Tough(6)	
Upgrade with:	
+10pts Ambush	
+25pts Slingshot Crew (18", A3, Stun)	

Shrine of Courage [1] - 95 pts	
Quality 4+	Defense 4+
Crew Attacks (A2) Courage Blessing, Strider, Tough(6)	

Bouldershot [1] - 85 pts	
Quality 5+	Defense 5+
Crew (A3) Bouldershot (30", A2, AP(2), Deadly(3)) Entrenched, Immobile, Tough(3)	

Mudmen Mantlet [1] - 115 pts	
Quality 5+	Defense 4+
Mudmen Crew (A3, Counter) Light Bolt Thrower (30", A1, AP(3), Deadly(6)) Entrenched, Shield Wall, Strider, Tough(3)	

Chief [1] - 35 pts	
Quality 4+	Defense 5+
Hand Weapon (A3) Hero, Strider, Tough(3)	
Upgrade with one:	
+25pts Explorer (Master Scout)	
+30pts Healer (Healing Aura)	
+50pts Gardener (Caster(2))	
+75pts Master Gardener (Caster(3))	
Replace Hand Weapon:	
+5pts Dual Hand Weapons (A4)	
+5pts Deko Stick (A3, Stun)	
+10pts Spear (A3, Counter)	
+10pts Halberd (A3, Rending)	
+10pts Great Weapon (A3, AP(2))	
Upgrade with one:	
+5pts Deko Shield (Shield Wall)	
+15pts Slingshot (18", A2, Stun)	
+20pts Fairy Bow (30", A2)	
Upgrade with one:	
+5pts Deko Nut (A1, Blast(3), Limited, Stun)	
+85pts Shrine of Courage (Tough(6), Courage Blessing, Crew Attacks (A2))	

Koro Councilor [1] - 50 pts	
Quality 4+	Defense 5+
Hand Weapon (A3) Fearless, Hero, Regeneration, Strider, Tough(3)	
Upgrade with one:	
+25pts Explorer (Master Scout)	
+30pts Healer (Healing Aura)	
+30pts Army Standard Bearer (Fear(3))	
+50pts Gardener (Caster(2))	
+75pts Master Gardener (Caster(3))	
Replace Hand Weapon:	
+5pts Dual Hand Weapons (A4)	
+5pts Deko Stick (A3, Stun)	
+10pts Spear (A3, Counter)	
+10pts Halberd (A3, Rending)	
+10pts Great Weapon (A3, AP(2))	
Upgrade with one:	
+5pts Deko Shield (Shield Wall)	
+15pts Slingshot (18", A2, Stun)	
+20pts Fairy Bow (30", A2)	
Upgrade with one:	
+5pts Deko Nut (A1, Blast(3), Limited, Stun)	
+120pts Shrine of Courage (Tough(6), Courage Blessing, Crew Attacks (A2))	

Name [size]	Qua	Def	Equipment	Special Rules	Cost
The Great Deko Tree [1]	4+	3+	Deko Branches (A6, AP(1), Stun)	Caster(4), Fear(2), Fearless, Hero, Regeneration, Strider, Tough(12), Unique	385pts
Saria [1]	3+	5+	Fairy Bow (30", A2), Hand Weapon (A3)	Hero, Queen of the Kokori, Strider, Tough(3), Unique	110pts
Mirora [1]	3+	5+	Dual Hand Weapons (A4)	Battle Chant, Hero, Strider, Tough(3), Unique	60pts
Mido [1]	4+	5+	Deko Stick (A3, Stun)	Hero, March Order, Strider, Tough(3), Unique	85pts

SPECIAL RULES

Battle Chant: This model and its unit get Furious. If they already had Furious, they get extra hits from Furious on unmodified rolls of 5-6 to hit instead.

March Order: Once per this unit's activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".

Queen of the Kokori: This model and its unit get +1 to hit when shooting.

Stun: Ignores Regeneration, and the target must re-roll unmodified Defense rolls of 6 when blocking hits.

Unique: This unit may only be taken once per army.

KOKORI ARMY SPELLS

Stun Seed (1): Target enemy unit within 18" gets -1 to defense rolls next time it takes hits.

Baba Vine (1): Target enemy unit within 12" takes 4 hits.

Magic Beans (2): Target 2 friendly units within 12" get Flying next time they move.

Deko Like (2): Target enemy model within 12" takes 2 hits with AP(4).

Golden Seeds (3): Target 2 friendly units within 12" get AP(+2) next time they shoot.

Great Baba (3): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(6).

The Great Deko Tree [1] - 385 pts	
Quality 4+	Defense 3+
Deko Branches (A6, AP(1), Stun) Caster(4), Fear(2), Fearless, Hero, Regeneration, Strider, Tough(12), Unique	

Saria [1] - 110 pts	
Quality 3+	Defense 5+
Hand Weapon (A3) Fairy Bow (30", A2) Hero, Queen of the Kokori, Strider, Tough(3), Unique	

Mirora [1] - 60 pts	
Quality 3+	Defense 5+
Dual Hand Weapons (A4) Battle Chant, Hero, Strider, Tough(3), Unique	
Upgrade with:	
+60pts Lord Shamnon (Fast, Tough(3), Rending Claws (A2, Rending))	

Mido [1] - 85 pts	
Quality 4+	Defense 5+
Deko Stick (A3, Stun) Hero, March Order, Strider, Tough(3), Unique	