

## Natures wrath - Andy Marshall

## Forces of Basilea (Good)

Elohi								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	3+	-	5+	18	-/17	300	Crushing Strength (1), Fly, Inspiring, Iron Resolve, Thunderous Charge (1)

## Forces of Nature (Neutral)

Forest Shamblers								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3) Wardens watch	6	4+	-	5+	9	-/14	125	Crushing Strength (1), Pathfinders, Shambling, Vanguard
- Whip of Celerity							10	
Regiment(3) Wardens watch	6	4+	-	5+	9	-/14	125	Crushing Strength (1), Pathfinders, Shambling, Vanguard
- Dragonshard Shield							20	
Horde(6)	6	4+	-	5+	18	-/17	190	Crushing Strength (1), Pathfinders, Shambling, Vanguard
- Brew of Haste							15	
Horde(6)	6	4+	-	5+	18	-/17	190	Crushing Strength (1), Pathfinders, Shambling, Vanguard
- Blessing of the Gods							25	
Horde(6)	6	4+	-	5+	18	-/17	190	Crushing Strength (1), Pathfinders, Shambling, Vanguard
- Brew of Strength							30	

## Druid

Druid								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	5+	-	4+	1	10/12	65	Hero (Cav), Bane-chant (2), Heal (2), Individual, Inspiring, Pathfinders, Surge (7)
- Bane-chant (2)							15	
- Can ride a stag, horse, lesser unicorn or similar mount, increasing Speed to 9 and changing to Hero (Cav)							15	
- Surge (7)							40	
- Myrddin's Amulet of the Fire-heart							10	
(1)	9	5+	-	4+	1	10/12	65	Hero (Cav), Bane-chant (2), Heal (2), Individual, Inspiring, Pathfinders, Surge (7)
- Bane-chant (2)							15	
- Can ride a stag, horse, lesser unicorn or similar mount, increasing Speed to 9 and changing to Hero (Cav)							15	
- Surge (7)							40	
- Mreb's Grimoire of Unspeakable Darkness							30	

## Forest Warden

Forest Warden								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) Wardens watch	6	3+	-	5+	3	11/13	75	Hero (LrgInf), Critter's Call (8), Crushing Strength (2), Nimble,

									Pathfinders, Surge (3), Vanguard
- Critter's Call (8) (L)								20	
- Banner of the Griffin								25	
(1)	6	3+	-	5+	3	11/13		75	Hero (LrgInf), Crushing Strength (2), Drain Life (6), Nimble, Pathfinders, Surge (3), Vanguard
- Drain Life (6)								25	
- Lute of Insatiable Darkness								25	
<b>Wardens Watch[1]</b>									<b>Formation</b>
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
(0)	-	-	-	-	-	-/-		25	Formation: Wardens Watch
<b>Blaine [1]</b>									<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
(1)	8	3+	5+	5+	7	14/16		180	Hero (Cav), Brutal, Crushing Strength (2), Firebolts, Individual, Inspiring (Blaine only), Piercing (1), Thunderous Charge (1)
- Mount on Kaisenor Raptor Mount (Sp 8, Thunderous Charge(1), Hero (Cav)								20	
									2000

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Blessing of the Gods** The unit has the Elite special rule.
- Brew of Haste** The unit has +1 Speed.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Critter's Call** 24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Dragonshard Shield** Once per game, when this unit carries out a Halt! or Pivot! Order, it may choose to increase its Defence by +2 to a maximum of 6+ until the start of its next turn.
- Drain Life** 6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.
- Firebolts** Range 18".
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Formation: Wardens Watch** Formation must contain:  
2x Forest Shambler Regiments  
1x Forest Warden  
Each unit in this formation gains +1 Speed. The Forest Warden in this formation is granted the

Inspiring (Forest Shamblers only) special rule.

**Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.

### **Individual**

Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.

Move Individuals have the Nimble special rule.

Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.

Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

**Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

**Iron Resolve** If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.

**Lute of Insatiable Darkness** This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

**Mreb's Grimoire of Unspeakable Darkness** Units with the Surge special rule only. This item increases the unit's Surge (n) value by 4. For example, Surge (8) becomes Surge (12).

**Myrddin's Amulet of the Fire-heart** Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.

**Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.

**Pathfinders** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.

**Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

**Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict

damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.

**Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.

**Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.

**Whip of Celerity** While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".