



FORCES OF NATURE

NEUTRAL

Salamander Primes

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	14/16	[135]
Crushing Strength (1) Keywords: Salamander									
Regiment(20)	5	4	-	5	2	3	12	14/16	[135]
Crushing Strength (1) Keywords: Salamander									
Regiment(20)	5	4	-	5	2	3	12	14/16	[135]
Crushing Strength (1) Keywords: Salamander									
Regiment(20)	5	4	-	5	2	3	12	14/16	[135]
Crushing Strength (1) Keywords: Salamander									

Centaur Bray Striders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	4	3	3	12	14/16	160
Pipes of Terror Frenzied Otter									10
Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Centaur									5
									[175]
Regiment(10)	8	3	-	4	3	3	12	14/16	160
Blade of Slashing Frenzied Otter									5
Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Centaur									5
									[170]
Regiment(10)	8	3	-	4	3	3	12	14/16	160
Mace of Crushing Frenzied Otter									5
Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Centaur									5
									[170]

Greater Air Elemental

Monster Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	4	5	1	10	-/18	[180]
Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1) Keywords: Airbound									
1	10	3	-	4	5	1	10	-/18	[180]
Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1) Keywords: Airbound									
1	10	3	-	4	5	1	10	-/18	[180]
Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1) Keywords: Airbound									

Salamander Veteran										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	4	11/13	65	
Guiding Flame [1] - Gain Aura (Elite (Melee) - Salamander only). This unique upgrade cannot be taken in conjunction with a magical artefact										20
Crushing Strength (2), Individual, Inspiring (Salamander only), Aura (Elite (Melee) - Salamander only)										[85]
Keywords: Salamander										

Naiad Wyrmrider Centurion										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	4	1	5	13/15	160	
Liliana's Tear										5
Crushing Strength (1), Inspiring, Nimble, Pathfinder, Regeneration (4+), Thunderous Charge (1)										[165]
Keywords: Naga, Naiad										

ELVES GOOD

Kindred Archers										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	5	5	4	2	2	10	14/16	[120]	
Elite (Ranged) Bows (24") Keywords: Elf, Kindred										

Drakon Riders										Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	10	3	-	5	4	2	9	12/14	[165]	
Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf										

Lord on Drakon										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	5	13/15	[170]	
Crushing Strength (1), Elite (Melee), Fly, Inspiring, Nimble, Thunderous Charge (1) Keywords: Draconic, Elf										

Total Unit Strength: 30

Total Core: 1845 (80.2%)

Total Ally: 455 (19.8%)

Total Units: 15

SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note 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 keyword in addition to the unit with the Aura itself.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Frenzied Otter	Once per game, when the unit rolls to damage in melee, you may choose to reroll up to 3 dice that score a natural unmodified 1. The unit's Frenzied Otter is then destroyed and cannot be used again for the remainder of the game.
Individual	See page 34 (page 30 in gamers edition)

Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Liliana's Tear	The unit is not affected by the <i>Dread</i> , <i>Shattering</i> or <i>Brutal</i> special rules on enemy units.
Mace of Crushing	Whenever the unit rolls damage in Melee, it can re-roll one of the dice that failed to damage.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge through Difficult Terrain.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).