



## FORCES OF NATURE

NEUTRAL

### Centaur Bray Hunters

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	4	5	3	3	1	6	11/13	105
Fire-Oil									5
Nimble, Pathfinder, Thunderous Charge (1)									[110]
Shortbows (18", Steady Aim)									
Keywords: Centaur, Tracker									

### Forest Shamblers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling									
Keywords: Verdant									
Horde(6)	6	4	-	5	3	3	18	-/17	200
Pipes of Terror									10
Crushing Strength (1), Pathfinder, Scout, Shambling									[210]
Keywords: Verdant									

### Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	3	3	18	-/18	220
Mead of Madness									10
Brutal, Crushing Strength (1), Pathfinder, Shambling									[230]
Keywords: Earthbound									

### Water Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	4	-	5	3	3	18	-/17	220
Brew of Haste									20
Crushing Strength (1), Regeneration (5+), Shambling, Strider									[240]
Keywords: Waterbound									

### Beast of Nature

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	5	5	1	7	15/17	150
Custom name: Rocky									
Increase Attacks to 7									15
Crushing Strength (2), Pathfinder, Vicious									[165]
Keywords: Beast, Verdant									

### Greater Water Elemental

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	5	1	8	-/18	[180]
Custom name: Surge									
Crushing Strength (2), Regeneration (5+), Shambling, Strider									
Keywords: Waterbound									

### Greater Earth Elemental

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	6	6	1	12	-/19	[230]
Custom name: Rumble									
Brutal, Crushing Strength (3), Shambling, Strider									
Keywords: Earthbound									

Druid										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	5	-	4	3	0	1	10/12	65	
Custom name: Liberus Conjurer's Staff Lightning Bolt (2) Mount on a Forest Steed, increasing Speed to 9 and changing to Hero (Cav - Height: 3) Surge (4)									10 10 25 10	
Individual, Inspiring, Pathfinder Spells: Heal (2), Lightning Bolt (2), Surge (4) Keywords: Verdant									[120]	
Tree Herder										Hero (Mon) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	6	5	1	9	-/18	260	
Custom name: Jarilo Aegis of the Elohi									15	
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider Spells: Surge (8) Keywords: Verdant									[275]	
Unicorn										Hero (Cav) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	3	0	3	12/14	120	
Custom name: Rose Lightning Bolt (5)									20	
Crushing Strength (1), Individual, Inspiring, Pathfinder, Thunderous Charge (1) Spells: Heal (5), Lightning Bolt (5) Keywords: Beast, Magestic									[140]	

Total Unit Strength: 16  
 Total Core: 2020 (100%)

Total Units: 11



## SPECIAL RULES AND SPELLS:

<b>Aegis of the Elohi</b>	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
<b>Brew of Haste</b>	This unit increases its Speed stat by +1.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has <i>Brutal</i> (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fire-Oil</b>	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i> ).
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	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.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<b>Nimble</b>	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.
<b>Pathfinder</b>	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 though Difficult Terrain.
<b>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<b>Radiance of Life</b>	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
<b>Regeneration</b>	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.

<b>Scout</b>	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. 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 in Round one as normal.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Surge</b>	<p>Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. 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 in the previous Ranged phase.</p> <p>If, and only if, the surging unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.