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Forces of Nature [2000]

Naiad Heartpiercers									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[160]	5	5+	4+	3+	2	10	13/15	2	[160]
Harpoon-gun (18", Piercing(1),Stead	dy Aim)								
Special Rules: Regeneration(4+)									
Keywords: Naiad									
Regiment (20)[160]	5	5+	4+	3+	2	10	13/15	2	[160]
Harpoon-gun (18", Piercing(1),Stead	dy Aim)								
Special Rules: Regeneration(4+)									

Keywords: Naiad

Salamander Primes								Heavy	Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[225]	5	4+	-	5+	4	25	21/23	2	[225]

Special Rules: Crushing Strength(1)

Keywords: Salamander

Fire Elementals								Large	Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[220]	6	4+	-	5+	3	18	-/17	3	[220]
Special Rules: Crushing Strength	(2),Pathfine	der, Sham	bling, Vicio	ous(Melee)					
Keywords: Elemental, Flamebou	ınd								
Horde (6)[220]	6	4+	-	5+	3	18	-/17	3	[220]
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Special Rules: Crushing Strength(2), Pathfinder, Shambling, Vicious(Melee)

Keywords: Elemental, Flamebound

Greater Air Elemental									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[180]	10	3+	-	4+	1	10	-/18	5	[180]

Special Rules: Crushing Strength(1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge(1)

Keywords: Airbound, Elemental

Pegasus									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[80]	10	3+	-	4+	1	3	10/12	4	[80]

Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1)

Keywords: Beast

Beast of Nature									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[205]	10	3+	-	5+	1	7	15/17	5	[150]
Wings									[40]
Increase Attacks to 7									[15]

Special Rules: Crushing Strength(2), Pathfinder, Vicious, Fly, Nimble

Keywords: Beast, Verdant

Greater Fire Elemental									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[175]	6	3+	-	5+	1	8	-/18	5	[175]
Fireball (8)									[0]

Special Rules: Crushing Strength(3), Pathfinder, Shambling, Vicious(Melee)

Keywords: Elemental, Flamebound

Gladewalker Druid							He	ro (Heavy	Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [135]	5	5+	-	4+	0	1	12/14	2	[90]
Ring of Harmony									[25]
Tome of Darkness									[20]
Surge (5)									
Heal (4)									[0]
Special Rules Individual Inspir	ing Pathfir	der Natur	ra in Balan	ca Ring	of Harmon	17			

Keywords: Elemental, Verdant

Unicorn								Hero	(Cavalry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [120]	10	3+	-	5+	0	3	12/14	3	[120]
Lightning Bolt (5)									[0]
Special Rules: Crushing Strength	(1),Individu	ıal, Inspiri	ing, Pathfii	nder, Thur	nderous Ch	arge(1)			
Keywords: Beast, Majestic									
1 Spellcaster 2 [120]	10	3+	-	5+	0	3	12/14	3	[120]
Lightning Bolt (5)									[0]
Special Rules: Crushing Strength	(1),Individu	ıal, Inspiri	ing, Pathfii	nder, Thur	nderous Ch	arge(1)			
Keywords: Beast, Majestic									

Total Units: 12 18 **Total Unit Strength: Total Primary Core Points:** 2000 (100.0%)**Artefacts Points:** 20 Regiments: 2

Infantry Hordes & Legions: 1 2 Large Infantry Hordes: **Monsters:** 4 Heros: 3

Slots: Any(2), Hero Only(1), War Engine Only(1), Monster/Titan Only(1), Large+ Horde Unlocks(4), Large+ Legion Unlocks(0)

Custom Rule	Description
Nature in Balance	While within 6" of another friendly Core Elemental unit, this unit can reroll all to- hit rolls of a natural, unmodified 1 with Fireball, Blizzard, Heal, Hex, and Surge spells.
Ring of Harmony	Once per Turn, after casting a spell targeting a Friendly Core Elemental unit, this unit may immediately target a different Friendly Core Elemental unit with the same or a different spell
Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as

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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.

Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case, the unit will only Inspire itself and the unit(s) specified.
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. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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 Scout move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12"	For each hit, the target unit regains a point of damage that it has previously suffered.	
Friendly, Self, CC		
Lightning Bolt Range: 24"	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Enemy

Surge Range: 12"

Friendly – Shambling Only

For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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. If, and only if, the surged unit contacts a corner ofthe Enemy unit and not the edge, determine whicharc of the target unit the Leader Point of the surgingunit is in before it moves and align to that side toattack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is beingcharged. If the Surge move took the unit over an Obstacle orthrough Difficult Terrain, then it will be Hinderedin the ensuing combat as normal. This spell has no effect on units with Speed 0.

Artefact	Description
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.