

Forces of Nature [2000]

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

  

<b>Salamander Primes</b>									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Horde (40)[225]</b>	5	4+	-	5+	4	25	21/23	2	[225]
<b>Special Rules:</b> Crushing Strength(1)									
<b>Keywords:</b> Salamander									

  

<b>Fire Elementals</b>									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Horde (6)[220]</b>	6	4+	-	5+	3	18	-/17	3	[220]
<b>Special Rules:</b> Crushing Strength(2),Pathfinder, Shambling, Vicious(Melee)									
<b>Keywords:</b> Elemental, Flamebound									
<b>Horde (6)[220]</b>	6	4+	-	5+	3	18	-/17	3	[220]
<b>Special Rules:</b> Crushing Strength(2),Pathfinder, Shambling, Vicious(Melee)									
<b>Keywords:</b> Elemental, Flamebound									

  

<b>Greater Air Elemental</b>									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1[180]</b>	10	3+	-	4+	1	10	-/18	5	[180]
<b>Special Rules:</b> Crushing Strength(1),Fly, Nimble, Pathfinder, Shambling, Thunderous Charge(1)									
<b>Keywords:</b> Airbound, Elemental									

  

<b>Pegasus</b>									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1[80]</b>	10	3+	-	4+	1	3	10/12	4	[80]
<b>Special Rules:</b> Fly, Nimble, Pathfinder, Thunderous Charge(1)									
<b>Keywords:</b> Beast									

  

<b>Beast of Nature</b>									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1[205]</b>	10	3+	-	5+	1	7	15/17	5	[150]
Wings									[40]
Increase Attacks to 7									[15]
<b>Special Rules:</b> Crushing Strength(2),Pathfinder, Vicious, Fly, Nimble									
<b>Keywords:</b> Beast, Verdant									

  

<b>Greater Fire Elemental</b>									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1[175]</b>	6	3+	-	5+	1	8	-/18	5	[175]
Fireball (8)									[0]
<b>Special Rules:</b> Crushing Strength(3),Pathfinder, Shambling, Vicious(Melee)									
<b>Keywords:</b> Elemental, Flamebound									



Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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
<b>Fireball</b> Range: 12"  Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12"  Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Lightning Bolt</b> Range: 24"	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

## Enemy

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**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 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. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. 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 spell has no effect on units with Speed 0.

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## 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.

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