



## FORCES OF NATURE

NEUTRAL

### Naiad Heartpiercers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	4	3	2	2	10	13/15	[160]
Regeneration (4+) Harpoon-gun (18", Piercing (1), Steady Aim) Keywords: Naiad									

### Centaur Bray Striders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	8	3	-	4	3	4	24	21/23	270
Custom name: Bray spiders Blessing of the Gods Frenzied Otter Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Centaur									
									30
									5
									[305]

### 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
Chant of Hate Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound, Elemental									
									30
									[250]

### 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 Crushing Strength (1), Regeneration (5+), Shambling, Strider Keywords: Elemental, Waterbound									
									20
									[240]

### Scorchwings\*

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	4	4	4	2	7	11/13	[120]
Custom name: Pigasi Fly, Nimble, Pathfinder, Thunderous Charge (1) Firesparks (18", Steady Aim) Keywords: Flamebound									
Regiment(3)	10	3	4	4	4	2	7	11/13	[120]
Custom name: Pigasi Fly, Nimble, Pathfinder, Thunderous Charge (1) Firesparks (18", Steady Aim) Keywords: Flamebound									

### Greater Fire Elemental

Monster Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	5	1	8	-/18	[175]
Crushing Strength (3), Pathfinder, Shambling, Vicious (Melee) Spells: Fireball (8) Keywords: Elemental, Flamebound									

<b>Greater Air Elemental</b>										<b>Monster Spellcaster: 0</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	5	1	10	-/18	180	
Wind Blast (6)										25
Crushing Strength (1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1)										[205]
Spells: Wind Blast (6)										
Keywords: Airbound, Elemental										
<b>Hydra</b>										<b>Titan</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	6	1	5*	16/18	[150]	
Crushing Strength (2), Multiple Heads, Pathfinder, Regeneration (5+)										
Keywords: Beast										
<b>Gladewalker Druid</b>										<b>Hero (Hv Inf) Spellcaster: 2</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	12/14	90	
Crown of the Wizard King										15
Surge (8)										30
Ring of Harmony [1]										25
										[160]
Individual, Inspiring, Nature in Balance, Pathfinder, Ring of Harmony[1]										
Spells: Heal (4), Surge (8)										
Keywords: Elemental, Verdant										
<b>Tree Herder</b>										<b>Hero (Mon) Spellcaster: 0</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	6	5	1	9	-/18	260	
Blade of Slashing										5
										[265]
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider										
Spells: Surge (8)										
Keywords: Verdant										
<b>Avatar of the Green Lady[1]</b>										<b>Hero (Inf) Spellcaster: 3</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	-	5	2	0	1	13/15	[150]	
Balance, Fly, Individual, Inspiring, Pathfinder, Regeneration (5+)										
Spells: Heal (6)										
Keywords: Phantasm, Verdant										

Total Unit Strength: 20  
Total Core: 2300 (100%)

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Balance</b>	At the start of each of your Turns, you may choose for this unit to have either Cloak of Death or Radiance of Life.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<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 Brutal (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>Chant of Hate</b>	The unit gains the <i>Vicious</i> special rule.
<b>Crown of the Wizard King</b>	The unit gains an additional 6" range on all of its spells that target Friendly units.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .

<b>Fly</b>	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.
<b>Frenzied Otter</b>	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.
<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 (page 30 in gamers edition)
<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>Multiple Heads</b>	In addition to the basic 5, the Hydra has a number of additional attacks equal to its current points of Damage.
<b>Nature in Balance</b>	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.
<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>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<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>Ring of Harmony[1]</b>	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
<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>	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. 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.
<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.
<b>Wind Blast</b>	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrains and friends. This spell has no effect on Speed 0 units.