

Forces of Nature (Neutral)							
<b>Salamanders</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	4+	-	5+	12	14/16	140 Base Size: (25x25mm), Crushing Strength (1), Pathfinders
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<b>Elementals</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	4+	-	5+	18	-/17	200 Crushing Strength (1), Pathfinders, Shambling
- Fire: become Sp 6 and Crushing Strength (2)							0
<b>Sylph Talonriders*</b>							<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	10	4+	4+	3+	16	15/17	210 Bows (Range 24"), Fly, Pathfinders
- Heart-seeking Chant							30
<b>Naiad Wyrmridders</b>							<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	8	3+	-	4+	18	15/17	240 Crushing Strength (1), Pathfinders, Regeneration (4+), Thunderous Charge (1)
- Blessing of the Gods							25
<b>Druid</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	5+	-	4+	1	10/12	65 Hero (Inf), Heal (2), Individual, Inspiring, Pathfinders
- Bane-chant (2)							15
(1)	9	5+	-	4+	1	10/12	65 Hero (Inf), Heal (2), Individual, Inspiring, Pathfinders
- Bane-chant (2)							15
- Can ride a stag, horse, lesser unicorn or similar mount, increasing Speed to 9 and changing to Hero (Cav)							15
(1)	5	5+	-	4+	1	10/12	65 Hero (Inf), Heal (2), Individual, Inspiring, Pathfinders
- Aura of Heroism (3)							15
<b>Beast of Nature</b>							<b>Monster</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	10	3+	-	5+	7	15/17	130 Crushing Strength (2), Pathfinders
- Lightning Bolt (6)							30
- Fly and Speed 10							50
- Vicious and increase Attacks to 7							30
(1)	10	3+	-	5+	7	15/17	130 Crushing Strength (2), Pathfinders
- Lightning Bolt (6)							30

- Fly and Speed 10

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- Vicious and increase Attacks to 7

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- Aura of Heroism (3)** Please refer to the Clash of Kings 2018 book page 63
- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Blessing of the Gods** The unit has the Elite special rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Heart-seeking Chant** The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
- Individual**  
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.  
 Move Individuals have the Nimble special rule.  
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.  
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Pathfinders** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.

**Regeneration (4+)** Every time this unit receives an 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 4+, the unit recovers a point of damage.

**Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

**Thunderous Charge** All melee hits inflicted by the 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 1 (to a minimum of zero) when Hindered.

**Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.