

Forces of Nature (Neutral)							
Naiad Heartpiercers							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	5+	4+	3+	12	13/15	160
Ensnare, Harpoon-gun (Range 18"), Pathfinders, Piercing (1), Regeneration (4+)							
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Ensnare, Harpoon-gun (Range 18"), Pathfinders, Piercing (1), Regeneration (4+)							
Elementals							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	7	4+	-	5+	18	-/17	200
Crushing Strength (1), Pathfinders, Regeneration (5+), Shambling							
- Water: become Sp 7 and gain Regeneration (5+)							
- Diadem of Dragon-kind							
Centaur Bray-Hunters							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(5)	8	4+	5+	3+	6	11/13	105
Bows (Range 24"), Nimble, Pathfinders, Thunderous Charge (1)							
- Orcish Skullpole							
Sylph Talonriders*							Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	10	4+	4+	3+	12	15/17	210
Bows (Range 24"), Elite (Melee attacks only), Fly, Pathfinders, Thunderous Charge (1)							
- Heart-seeking Chant							
Druid							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	9	5+	-	4+	1	10/12	65
Hero (Cav), Bane-chant (2), Blizzard (2), Heal (2), Individual, Inspiring, Pathfinders							
- Bane-chant (2)							
- Can ride a stag, horse, lesser unicorn or similar mount, increasing Speed to 9 and changing to Hero (Cav)							
- Blizzard (2) (L)							
Winged Unicorn							Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	10	3+	-	5+	4	12/14	170
Hero (LrgCav), Fly, Heal (7), Inspiring, Lightning Bolt (5), Pathfinders, Thunderous Charge (2)							
- Lightning Bolt (5)							
Forest Warden							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	3+	-	5+	3	11/13	75
Hero (LrgInf), Alchemist's Curse (10), Crushing Strength (2), Nimble, Pathfinders, Surge (3), Vanguard							

- Alchemist's Curse (10) (L) 30
- Inspiring Talisman 20

Beast of Nature **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	7	15/17	130	Crushing Strength (2), Fly, Lightning Bolt (6), Pathfinders, Vicious
- 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), Fly, Lightning Bolt (6), Pathfinders, Vicious
- Lightning Bolt (6)							30	
- Fly and Speed 10							50	
- Vicious and increase Attacks to 7							30	

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Alchemist's Curse 12" Range. Instead of rolling to damage as normal, each roll under the target's Defence, including rolls of a 1, cause a point of damage. This roll cannot be re-rolled or modified in any way. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

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.

Blizzard 36" Range, Blast (D6). Indirect.

Crushing Strength All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Diadem of Dragon-kind The unit has the Breath Attack (10) rule.

Elite Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.

Ensnare When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.

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.
- Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
- 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+.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the –1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.
- Orcish Skullpole** The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
- 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.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- 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.
- Regeneration (5+)** 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 5+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered ‘At the Double’, except when carrying out a Vanguard move.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don’t inflict damage. Instead, for every hit ‘inflicted’, the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- 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 when Hindered.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.