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Forces of Nature (Neutral)								
Elementals							Large Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	5	4+	-	6+	9	-/14	130	Crushing Strength (1), Pathfinders, Shambling
- Earth: become De 6+							0	
Regiment(3)	5	4+	-	6+	9	-/14	130	Crushing Strength (1), Pathfinders, Shambling
- Earth: become De 6+							0	
Horde(6)	6	4+	-	5+	18	-/17	200	Crushing Strength (2), Pathfinders, Shambling
- Fire: become Sp 6 and Crushing Strength (2)							0	
- Brew of Haste							15	
Forest Shamblers							Large Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	-	5+	9	-/14	125	Crushing Strength (1), Pathfinders, Shambling, Vanguard
Centaur Chief							Hero (Cav)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	4+	4+	4	11/13	105	Hero (Cav), Bows (Range 24"), Crushing Strength (2), Individual, Inspiring, Pathfinders, Thunderous Charge (1)
- Bow gaining Ra 4+							10	
Druid							Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	65	Hero (Inf), Heal (2), Individual, Inspiring, Pathfinders, Surge (7)
- Surge (7)							40	
Forest Warden							Hero (LrgInf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	3	11/13	75	Hero (LrgInf), Blizzard (2), Crushing Strength (2), Nimble, Pathfinders, Surge (3), Vanguard
- Blizzard (2) (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

Flaxhoof's Chosen[1] Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	4+	16	14/16	215	Crushing Strength (1), Headstrong, Pathfinder, Regeneration (5+), Thunderous Charge (1)

The Herd (Neutral)

Lycans Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	9	3+	-	4+	18	15/17	245	Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+)

Centaur Chief Hero (Cav)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	4+	4+	4	11/13	105	Hero (Cav), Bows (Range 24"), Crushing Strength (2), Individual, Inspiring, Pathfinder, Thunderous Charge (1)
- Bow gaining Ra 4+							10	

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Blizzard	36" Range, Blast (D6). Indirect.
Brew of Haste	The unit has +1 Speed.
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.
Headstrong	Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
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.
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.
Pathfinder	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.

- 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 (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.