

Forces of Nature (Neutral)								
Centaur Bray-Hunters							Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	4+	5+	3+	12	14/16	165	Bows (Range 24"), Nimble, Pathfinders, Thunderous Charge (1)
Regiment(10)	8	4+	5+	3+	12	14/16	165	Bows (Range 24"), Nimble, Pathfinders, Thunderous Charge (1)

(Kin) (Evil)								
Buccaneers							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	4+	4+	12	14/16	160	Throwing Weapons, Vicious
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Gargoyles*							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious

Abysal Riders							Large Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	4+	-	5+	24	15/17	260	Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious

Darkscythe Chariots							Large Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	4+	4+	4+	18	16/18	210	Base Size: (50x100mm), Light crossbows, Thunderous Charge (2), Vicious

Twilight Dragon Breath							War Engine	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	4+	4+	15	10/12	90	Breath Attack (15), Vicious
(1)	6	-	4+	4+	15	10/12	90	Breath Attack (15), Vicious

Dark Lord on Black Dragon							Hero (Mon)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	17/19	310	Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Vicious
(1)	10	3+	-	5+	10	17/19	310	Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Vicious

- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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.
- 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.
- Light crossbows** Treat as bow. Range 24".
- 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.
- 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 (3+)** 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 3+, 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.
- Throwing Weapons** Range 12"
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.