

ED HERZIG FORCES OF NATURE FOR CLASH OF KINGS



FORCES OF NATURE

NEUTRAL

Forest Shamblers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									
Horde(6)	6	4	-	5	3	3	18	-/17	[200]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									
Horde(6)	6	4	-	5	3	3	18	-/17	[200]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									
Horde(6)	6	4	-	5	3	3	18	-/17	[200]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									

Beast of Nature

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	5	1	7	15/17	150
Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7									40
Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									15
									[205]
1	10	3	-	5	5	1	7	15/17	150
Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7									40
Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									15
									[205]
1	10	3	-	5	5	1	7	15/17	150
Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7									40
Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									15
									[205]

Tree Herder										Hero (Mon) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	6	5	1	10	-/19	260	
Upgrade to Wiltfather [1] - Losing Radiance of Life, increasing Attacks to 10 and Nerve to -/19 and gaining Aura (Vicious - Verdant only) and Cloak of Death										40
Crushing Strength (3), Inspiring, Pathfinder, Scout, Strider, Aura (Vicious - Verdant only), Cloak of Death										[300]
Spells: Surge (8)										
Keywords: Verdant										
1	6	3	-	6	5	1	9	-/18	260	
Trickster's Wand										15
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider										[275]
Spells: Surge (8)										
Keywords: Verdant										
Avatar of the Green Lady[1]										Hero (Inf) Spellcaster: 3
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:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Balance	At the start of each of your Turns, you may choose for this unit to have either Cloak of Death or Radiance of Life.
Cloak of Death	In the Movement phase, after the unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	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.
Nimble	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.
Pathfinder	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.
Radiance of Life	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.
Regeneration	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.
Scout	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.

Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	<p>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.</p> <p>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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.