



FORCES OF NATURE

NEUTRAL

Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	3	3	18	-/18	[220]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound, Elemental									
Horde(6)	5	4	-	6	3	3	18	-/18	[220]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound, Elemental									

Water Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	4	-	5	3	3	18	-/17	220
Brew of Haste									
Crushing Strength (1), Regeneration (5+), Shambling, Strider Keywords: Elemental, Waterbound									
Horde(6)	7	4	-	5	3	3	18	-/17	220
Mead of Madness									
Crushing Strength (1), Regeneration (5+), Shambling, Strider Keywords: Elemental, Waterbound									

Scorchwings*

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	4	4	4	2	7	11/13	[120]
Fly, Nimble, Pathfinder, Thunderous Charge (1) Firesparks (18", Steady Aim) Keywords: Flamebound									

Greater Fire Elemental

Monster
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	5	1	8	-/18	[175]
Crushing Strength (3), Pathfinder, Shambling, Vicious (Melee) Spells: Fireball (8) Keywords: Elemental, Flamebound									

Greater Air Elemental										Monster
										Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	5	1	10	-/18	[180]	
Crushing Strength (1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1)										
Keywords: Airbound, Elemental										
Pegasus										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	4	1	3	10/12	[80]	
Fly, Nimble, Pathfinder, Thunderous Charge (1)										
Keywords: Beast										
Hydra										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	6	1	5*	16/18	[150]	
Crushing Strength (2), Multiple Heads, Pathfinder, Regeneration (5+)										
Keywords: Beast										
Druid										Hero (Cav)
										Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	5	-	4	3	0	1	10/12	65	
Conjurer's Staff									10	
Bane Chant (2)									20	
Mount on a Forest Steed, increasing Speed to 9 and changing to Hero (Cav - Height: 3)									25	
Surge (4)									10	
[130]										
Individual, Inspiring, Pathfinder										
Spells: Heal (2), Bane Chant (2), Surge (4)										
Keywords: Elemental, Verdant										
Gladewalker Druid										Hero (Hv Inf)
										Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	12/14	90	
Surge (8)									30	
Ring of Harmony [1]									25	
[145]										
Individual, Inspiring, Nature in Balance, Pathfinder, Ring of Harmony[1]										
Spells: Heal (4), Surge (8)										
Keywords: Elemental, Verdant										

Naiad Stalker									Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	4	4	2	0	4	11/13	95
Gnome-Glass Shield									10
									[105]
Crushing Strength (1), Ensnare, Individual, Inspiring (Self only), Pathfinder, Regeneration (4+), Stealthy									
Harpoon-gun (18", Piercing (1))									
Keywords: Naiad, Tracker									

Total Unit Strength: 18
Total Core: 1995 (99.8%)

Total Units: 12



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brew of Haste	This unit increases its Speed stat by +1.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has <i>Brutal</i> (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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.
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
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.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) special rule.
Multiple Heads	In addition to the basic 5, the Hydra has a number of additional attacks equal to its current points of Damage.
Nature in Balance	While within 6" of another friendly Core Elemental unit, this unit can reroll all to-hit rolls of a natural, unmodified 1 with Fireball, Blizzard, Heal, Hex, and Surge spells.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Ring of Harmony[1]	Once per Turn, after casting a spell targeting a Friendly Core Elemental unit, this unit may immediately target a different Friendly Core Elemental unit with the same or a different spell
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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>
Thunderous Charge	<p>All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).</p>
Vicious	<p>Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.</p>
