



FORCES OF NATURE

NEUTRAL

Naiad Ensnarers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	3	2	4	25	20/22	[230]
Ensnare, Pathfinder, Regeneration (4+)									
Keywords: Naiad									
Horde(40)	5	4	-	3	2	4	25	20/22	[230]
Ensnare, Pathfinder, Regeneration (4+)									
Keywords: Naiad									

Centaur Bray Striders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	4	3	3	12	14/16	160
Frenzied Otter									5
									[165]
Crushing Strength (1), Pathfinder, Thunderous Charge (1)									
Keywords: Centaur									

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: Elemental, Verdant									
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling									
Keywords: Elemental, Verdant									

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
Blade of Slashing									5
									[225]
Brutal, Crushing Strength (1), Pathfinder, Shambling									
Keywords: Earthbound, Elemental									
Horde(6)	5	4	-	6	3	3	18	-/18	220
Mace of Crushing									5
									[225]
Brutal, Crushing Strength (1), Pathfinder, Shambling									
Keywords: Earthbound, Elemental									

Scorchwings*								Large Cavalry		
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	10	3	4	4	4	3	14	14/16	200	
Staying Stone									5	
Fly, Nimble, Pathfinder, Thunderous Charge (1)									[205]	
Firesparks (18", Steady Aim)										
Keywords: 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										
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										

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	
Individual, Inspiring, Nature in Balance, Pathfinder, Ring of Harmony[1]									[145]	
Spells: Heal (4), Surge (8)										
Keywords: Elemental, Verdant										

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. Cannot be taken with artefact.										
Crushing Strength (3), Inspiring, Pathfinder, Scout, Strider, Aura (Vicious - Verdant only), Cloak of Death Spells: Surge (8) Keywords: Verdant										[300]
1	6	3	-	6	5	1	9	-/18	[260]	
Crushing Strength (3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider 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										
Shaarlyot[1]										Hero (Inf) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	-	3	2	0	1	12/14	[135]	
Fly, Individual, Inspiring, Pathfinder, Static Shock										
Spells: Lightning Bolt (4), Wind Blast (6) Keywords: Airbound										

Total Unit Strength: 30

Total Units: 17

Total Core: 3000 (100%)



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.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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 Brutal (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.
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
Frenzied Otter	Once per game, when the unit rolls to damage in melee, you may choose to reroll up to 3 dice that score a natural unmodified 1. The unit's Frenzied Otter is then destroyed and cannot be used again for the remainder 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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
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 Terrian.

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.
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
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.
Static Shock	After dealing damage with this unit's Lightning Bolt spell, you may choose to immediately cast Wind Blast (n) on the target unit, where (n) is the amount of damage inflicted with the Lightning Bolt spell.
Staying Stone	The unit gains +1 to its Wavering stat value.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	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. 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. 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. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. 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 spell has no effect on units with Speed 0.

Thunderous Charge	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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wind Blast	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrains and friends. This spell has no effect on Speed 0 units.
