Forces of Nature 2026 WoR Final

2000 / 2000 VALID

1st Battalion

Chieftain	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	6	3+	-	5+	2	6	16	2	[205]
Sacred Horn									[20]

Special Rules: *Aura(Wild Charge 1 – Herd Trait only),Crushing Strength(2),Individual, Inspiring, Pathfinder, Strider, Thunderous Charge(1)*

Tribal Songweaver [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[95]

Special Rules: *Individual, Pathfinder, Very Inspiring, Yielding*

Tribal Hunters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	4+	5+	4+	2	12	15	2	[165]
Slings (18", Piercing (1))									

Special Rules: *Pathfinder, Scout, Stealthy* ***Traits:*** *Herd*

Core (Aux) Inf Troop	6	4+	5+	4+	1	10	11	2	[130]
Slings (18", Piercing (1))									

Special Rules: *Pathfinder, Scout, Stealthy* ***Traits:*** *Herd*

Core (Aux) Inf Troop	6	4+	5+	4+	1	10	11	2	[130]
Slings (18", Piercing (1))									

Special Rules: *Pathfinder, Scout, Stealthy* ***Traits:*** *Herd*

Tribal Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	**30**	24	2	[240]
Spears									[25]
Brew of Strength									[40]

Special Rules: *Pathfinder, Thunderous Charge(1),Phalanx, Crushing Strength(1)* ***Traits:*** *Herd*

Centaur Bray Striders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	4+	2	16	16	3	[215]
Blessing of the Gods									[25]

Special Rules: *Crushing Strength(1),Nimble, Pathfinder, Thunderous Charge(1),Elite* ***Traits:*** *Herd*

Grymbrocks	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Regiment	5	3+	-	5+	2	18	17	2	[200]
Sir Jesse's Boots of Striding									[15]

Special Rules: *Brutal(2),Pathfinder, Retaliate!, Thunderous Charge(3)* ***Traits:*** *Herd*

Specialist Hvy Inf Regiment	5	3+	-	5+	2	18	17	2	[200]
Helm of Confidence									[15]

Special Rules: *Brutal(2),Pathfinder, Retaliate!, Thunderous Charge(3),Inspiring(Self)* ***Traits:*** *Herd*

Guardian Brutes	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon Inf Regiment	6	3+	-	4+	2	20	17	3	[210]

Special Rules: *Crushing Strength(2),Pathfinder, Wild Charge(D3)* ***Traits:*** *Herd*

Support Mon Inf Regiment	6	3+	-	4+	2	20	17	3	[210]

Special Rules: *Crushing Strength(2),Pathfinder, Wild Charge(D3)* ***Traits:*** *Herd*

Total Units: 11 **Total Unit Strength:** 21
Total Points: 2000

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Blessing of the Lady	4	The unit gains n Barkskin Tokens (see the Barkskin Spell),where n is the number of successful dice rolled to issue this order. A unit with Barkskin tokens granted by this Command, cannot receive them by any other means this Turn.
Nature Trails	5	Units with the Herd or Elemental Trait only. The unit gains the Strider special rule.

Stampede	5	Units with the Herd Trait only. An enemy unit that is Charged by this unit in this Movement Phase and Routed in Combat this Turn is treated by this unit as though it had the Yielding special rule. This unit with Stampede must then choose to go Forward! as its post-Combat Outcome, and if it contacts another unit, it will be Hindered.
Elemental Force	4	Units with the Elemental Trait only. The unit gains the Rampage (n+2 - Combat) special rule where n is the number of successful dice rolled to issue this order.
Entanglement of Thorns	4	If this unit is Routed in Combat this Round, any units it was Engaged with can only be given a Hold! post-Combat order.

Special Rule	**Description**
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. The second result stands. Note that a unit may also have a qualifier for its Inspiring 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-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Retaliate!	If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw!
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. 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 as normal.
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.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this 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 Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9”. Any rule that affects Inspiring also affects Very Inspiring.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10” away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to

	it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Artefact	Description
Helm of Confidence	The unit gains the Inspiring (Self) special rule.
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Sacred Horn	The range of the unit’s Aura is increased to 9”.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.