

1st Battalion

Gladewalker Druid	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	5+	-	4+	2	1	14	2	[190]
Crown of the Wizard King									[15]
Heal (4)									[20]
Surge (8)									[30]
Special Rules: Individual, Inspiring, Elemental Affinity Traits: Spellcaster									

Critters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: Fly, Height(1), Pathfinder, Vicious(Combat) Traits: Verdant									
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: Fly, Height(1), Pathfinder, Vicious(Combat) Traits: Verdant									

Water Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	7	4+	-	5+	2	18	17	3	[205]
Special Rules: Crushing Strength(1), Fearless, Regeneration(5+), Shambling, Thunderous Charge(2) Traits: Elemental									
Core Lrg Inf Regiment	7	4+	-	5+	2	18	17	3	[205]
Special Rules: Crushing Strength(1), Fearless, Regeneration(5+), Shambling, Thunderous Charge(2) Traits: Elemental									

Air Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	10	3+	-	4+	2	24	17	3	[225]
Hammer of Measured Force									[20]
Special Rules: Fly, Fearless, Leaper, Shambling Traits: Elemental									

Greater Air Elemental	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	10	3+	-	4+	2	12	18	5	[195]
Special Rules: Crushing Strength(1), Fearless, Fly, Shambling, Strider Traits: Elemental									

Total Units: 7 **Total Unit Strength:** 12
Total Points: 1150

Command Order	Target	Description
Blessing of the Lady	4	For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.
Nature Trails	4	Infantry and Large Infantry only. The unit gains the Strider special rule.

Special Rule	Description
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.
Elemental Affinity	While within 6" of a friendly unit with the Elemental Trait, this unit has the Elite special rule. In addition, this unit may use the Surge spell twice a Turn, on two different units with the Elemental Trait.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as

normal).

Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.

Spell	Description
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Hammer of Measured Force	In Combat, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Crown of the Wizard King	The hero gains an additional 6" range on all of its spells that target friendly units.