

Avatar of the Green Lady [U]		Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)		8	3+	-	5+	2	5	15	3	[285]
Heal (6)										[0]
Bastion(2)										[25]
Scorched Earth(2)										[20]
Special Rules: Cloak of Death, Fearless, Fly, Individual, Pathfinder, Radiance of Life, Very Inspiring Traits: Spellcaster										
Druid [2]		Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)		5	5+	-	4+	1	1	12	2	[130]
Amulet of the Fireheart										[15]
Heal (4)										[20]
Surge (4)										[15]
Special Rules: Individual, Inspiring, Rallying(Elemental Trait only),Yielding Traits: Spellcaster										
Forest Warden [2]		Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)		6	3+	-	5+	1	D6+3	13	3	[220]
Blessing of the Gods										[25]
Surge (5)										[20]
Celestial Restoration(2)										[25]
Special Rules: Crushing Strength(2),Inspiring(Verdant Trait only),Pathfinder, Scout, Strider, Elite Traits: Spellcaster										
Longhorns		Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment		6	3+	-	4+	2	20	17	2	[180]
Special Rules: Crushing Strength(1),Pathfinder, Rallying(Herd Trait only),Thunderous Charge(1) Traits: Herd										
Core Hvy Inf Regiment		6	3+	-	4+	2	20	17	2	[180]
Special Rules: Crushing Strength(1),Pathfinder, Rallying(Herd Trait only),Thunderous Charge(1) Traits: Herd										
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										
Earth Elementals		Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment		5	4+	-	6+	2	14	17	3	[180]
Special Rules: Brutal(1),Crushing Strength(2),Fearless, Shambling Traits: Elemental										
Water Elementals		Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment		7	4+	-	5+	2	18	17	3	[220]
Aegis of the Elohi										[15]
Special Rules: Crushing Strength(1),Fearless, Regeneration(5+),Shambling, Thunderous Charge(2),Iron Resolve Traits: Elemental										
Core Lrg Inf Regiment		7	4+	-	5+	2	18	17	3	[220]
Sir Jesse's Boots of Striding										[15]
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										
Beast of Nature [2]		Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon		7	3+	4+	5+	2	7	17	5	[205]
Fetid Breath										[20]
Fetid Breath (12", Att: 10)										
Special Rules: Crushing Strength(2),Pathfinder, Vicious(Combat),Enraged Traits: Herd										
Greater Water Elemental		Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon		7	3+	-	5+	2	10	18	5	[225]
Special Rules: Crushing Strength(1),Fearless, Regeneration(5+),Shambling, Strider, Thunderous Charge(3) Traits: Elemental										

Total Units:
Total Points:

13
2400

Total Unit Strength:

22

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
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.
Cloak of Death	In the Movement Phase, after this 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 Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
Enraged	In combat, this unit has a number of additional attacks equal to the points of damage it has currently suffered.
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.
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
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.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
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.
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.
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.
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.
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.
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.

Spell	Description
Bastion Range: 12" Friendly, Self, CC	If any hits are scored, instead of causing damage, until the start of its next Turn, the target increases its Nerve stat value by 1 and gains the Rallying special rule.
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
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
Aegis of the Elohi	The unit gains the Iron Resolve (+1) 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.
Hammer of Measured Force	In Combat, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Blessing of the Gods	The unit gains the Elite special rule.
Amulet of the Fireheart	Once per game, immediately after casting a spell, the hero may cast a second, different, spell. The hero cannot use this artefact to cast more than two spells in a single Turn.