


Main Faction: Forces of Nature [1815]

Salamander Primes Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [140] Healing Brew	5	4+	-	5+	3	12	14/16	2	[135] [5]
<i>Special Rules: Crushing Strength(1) Keywords: Salamander</i>									
Regiment (20) [135]	5	4+	-	5+	3	12	14/16	2	[135]
<i>Special Rules: Crushing Strength(1) Keywords: Salamander</i>									
Regiment (20) [135]	5	4+	-	5+	3	12	14/16	2	[135]
<i>Special Rules: Crushing Strength(1) Keywords: Salamander</i>									
Regiment (20) [135]	5	4+	-	5+	3	12	14/16	2	[135]
<i>Special Rules: Crushing Strength(1) Keywords: Salamander</i>									

Greater Air Elemental Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [180]	10	3+	-	4+	1	10	-/18	5	[180]
<i>Special Rules: Crushing Strength(1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge(1) Keywords: Airbound, Elemental</i>									

Beast of Nature Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [205] Wings Increase Attacks to 7	10	3+	-	5+	1	7	15/17	5	[160] [30] [15]
<i>Special Rules: Crushing Strength(2), Nimble, Pathfinder, Vicious, Fly Keywords: Beast, Verdant</i>									

Salamander Veteran Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [85] Guiding Flame	5	3+	-	5+	0	4	11/13	2	[65] [20]
<i>Special Rules: Crushing Strength(2), Individual, Inspiring, Aura(Elite (Melee - Salamander only)) Keywords: Salamander</i>									

Unicorn Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [140] Tome of Darkness	10	3+	-	5+	0	3	12/14	3	[120] [20]
Surge (5) Heal (5)									
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Pathfinder, Thunderous Charge(1) Keywords: Beast, Majestic</i>									

[F] Air Elementals (Nature's Wrath) [1] Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [230]	10	3+	-	4+	3	18	-/17	3	[230]
<i>Special Rules: Fly, Nimble, Pathfinder, Regeneration(5+), Shambling Keywords: Airbound, Elemental, Waterbound</i>									

[F] Air Elementals (Nature's Wrath) [1] Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [230]	10	3+	-	4+	3	18	-/17	3	[230]
<i>Special Rules: Fly, Nimble, Pathfinder, Regeneration(5+), Shambling Keywords: Airbound, Elemental, Waterbound</i>									

[F] Greater Air Elemental (Nature's Wrath) [1] Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [200]	10	3+	-	4+	1	10	-/18	5	[200]
<i>Special Rules: Aura(Brutal - Airbound & Waterbound only), Crushing Strength(1), Fly, Nimble, Pathfinder, Regeneration(5+), Shambling, Thunderous Charge(1) Keywords: Airbound, Elemental, Waterbound</i>									

Ally: Dwarfs [485]

Ironwatch Rifles Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [150] Rifles (24", Piercing(2),Pot Shot) <i>Special Rules: Headstrong Keywords: Dwarf, Ironwatch</i>	4	4+	5+	4+	3	10	14/16	2	[150]
Regiment (20) [150] Rifles (24", Piercing(2),Pot Shot) <i>Special Rules: Headstrong Keywords: Dwarf, Ironwatch</i>	4	4+	5+	4+	3	10	14/16	2	[150]

Ironbelcher Organ Gun War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [90] Organ Gun (24", Piercing(2),Reload) <i>Keywords: Dwarf, Warsmith</i>	4	0+	5+	5+	0	12	10/12	2	[90]

Warsmith Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [95] Pistol (12", Piercing(1)) <i>Special Rules: Aura(Elite (Ranged) - Warsmith & Ironwatch Only),Individual, Inspiring Keywords: Dwarf, Warsmith</i>	4	5+	4+	5+	0	4	11/13	2	[95]

Total Units:	15	Total Unit Strength:	27
Total Primary Core Points:	1815 (78.9%)	Total Ally Core Points:	485 (21.1%)

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. 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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 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 while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
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.

Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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 Crushing Strength (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.

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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.	

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.