


**Forces of Nature [2300]**

Naiad Heartpiercers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [160] Harpoon-gun (18", Piercing(1),Steady Aim) <i>Special Rules: Regeneration(4+)</i> <b>Keywords: Naiad</b>	5	5+	4+	3+	2	10	13/15	2	[160]
Regiment (20) [160] Harpoon-gun (18", Piercing(1),Steady Aim) <i>Special Rules: Regeneration(4+)</i> <b>Keywords: Naiad</b>	5	5+	4+	3+	2	10	13/15	2	[160]

Fire Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [220] <i>Special Rules: Crushing Strength(2),Pathfinder, Shambling, Vicious(Melee)</i> <b>Keywords: Elemental, Flamebound</b>	6	4+	-	5+	3	18	-/17	3	[220]

Air Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [130] <i>Special Rules: Fly, Nimble, Pathfinder, Shambling</i> <b>Keywords: Airbound, Elemental</b>	10	3+	-	4+	2	9	-/14	3	[130]

Earth Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [130] <i>Special Rules: Brutal, Crushing Strength(1),Pathfinder, Shambling</i> <b>Keywords: Earthbound, Elemental</b>	5	4+	-	6+	2	9	-/15	3	[130]

Riverbourne Naiad Wyrmliders Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [240] Staying Stone <i>Special Rules: Crushing Strength(1),Pathfinder, Regeneration(4+),Thunderous Charge(2)</i> <b>Keywords: Naga, Naiad</b>	7	3+	-	4+	3	18	16/17	4	[235] [5]

Scorchwings* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120] Firesparks (18", Steady Aim) <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1)</i> <b>Keywords: Flamebound</b>	10	3+	4+	4+	2	7	11/13	4	[120]

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

Greater Fire Elemental Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [175] Fireball (8) <i>Special Rules: Crushing Strength(3),Pathfinder, Shambling, Vicious(Melee)</i> <b>Keywords: Elemental, Flamebound</b>	6	3+	-	5+	1	8	-/18	5	[175] [0]

Greater Earth Elemental Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [230] <i>Special Rules: Brutal, Crushing Strength(3),Shambling, Strider</i> <b>Keywords: Earthbound, Elemental</b>	6	4+	-	6+	1	12	-/19	6	[230]

Avatar of the Green Lady [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [150] Heal (6) <i>Special Rules: Fly, Individual, Inspiring, Pathfinder, Regeneration(5+),Balance</i> <b>Keywords: Phantasm, Verdant</b>	10	5+	-	5+	0	1	13/15	2	[150] [0]

Gladewalker Druid Hero (Heavy) Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [145] Ring of Harmony Heal (4) Surge (8) <i>Special Rules: Individual, Inspiring, Pathfinder, Nature in Balance, Ring of Harmony</i> <b>Keywords: Elemental, Verdant</b>	5	5+	-	4+	0	1	12/14	2	[90] [25] [0] [30]

Tree Herder Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [260] Surge (8)	6	3+	-	6+	1	9	-/18	5	[260] [0]
<i>Special Rules: Crushing Strength(3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider</i> <b>Keywords:</b> Verdant									

**Total Units:** 13      **Total Unit Strength:** 20  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
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.
Ring of Harmony	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
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.

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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.
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 Scout 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 Scout move.
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.
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
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Surge</b> 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	
Staying Stone	The unit gains +1 to its Wavering stat value.	