

Forces of Nature

| Forces of Nature (Neutral) | | | | | | | | |
|---|----|----|----|----|----|-------|-----------------------|--|
| Salamanders | | | | | | | Infantry | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Regiment(20) | 5 | 4+ | - | 5+ | 12 | 14/16 | 140 | Base Size: (25x25mm), Crushing Strength (1), Pathfinders |
| Elementals | | | | | | | Large Infantry | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Regiment(3) | 5 | 4+ | - | 6+ | 9 | -/14 | 130 | Crushing Strength (1), Pathfinders, Shambling |
| - Earth: become De 6+ | | | | | | | 0 | |
| Regiment(3) | 7 | 4+ | - | 5+ | 9 | -/14 | 130 | Crushing Strength (1), Pathfinders, Shambling |
| - Water: become Sp 7 and gain Regeneration (5+) | | | | | | | 20 | |
| Forest Shamblers | | | | | | | Large Infantry | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Regiment(3) | 6 | 4+ | - | 5+ | 9 | -/14 | 125 | Crushing Strength (1), Pathfinders, Shambling, Vanguard |
| Centaur Bray-Hunters | | | | | | | Cavalry | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Troop(5) | 8 | 4+ | 5+ | 3+ | 6 | 11/13 | 105 | Bows (Range 24"), Nimble, Pathfinders, Thunderous Charge (1) |
| Centaur Chief | | | | | | | Hero (Cav) | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 8 | 3+ | - | 4+ | 4 | 11/13 | 105 | Hero (Cav), Crushing Strength (2), Individual, Inspiring, Pathfinders, Thunderous Charge (1) |
| Druid | | | | | | | Hero (Inf) | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 5 | 5+ | - | 4+ | 1 | 10/12 | 65 | Hero (Inf), Heal (2), Individual, Inspiring, Pathfinders |
| - Surge (7) | | | | | | | 40 | |
| Hydra | | | | | | | Monster | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 6 | 4+ | - | 5+ | 5* | 15/17 | 140 | Crushing Strength (2), Multiple Heads, Pathfinders, Regeneration (5+) |
| | | | | | | | 1000 | |

- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Multiple Heads** In addition to the basic 5, the Hydra has a number of additional attacks equal to its current points of Damage.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
- Pathfinders** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 a speed of 0.
- Thunderous Charge** All melee hits inflicted by the 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 or during Hindered charges.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one

of their Vanguard units first, then the players alternate until all Vanguard units have been moved.