

## Nature4

### Forces of Nature (Neutral)

#### Naiad Heartpiercers Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	5+	4+	3+	8	9/11	120	Harpoon-gun (Range 18"), Pathfinders, Piercing (1), Regeneration (4+)
Troop(10)	5	5+	4+	3+	8	9/11	120	Harpoon-gun (Range 18"), Pathfinders, Piercing (1), Regeneration (4+)

#### 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	

#### 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-Striders Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	4+	6	11/13	100	Crushing Strength (1), Pathfinders, Thunderous Charge (1)

#### Naiad Wyrmridders Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	8	3+	-	4+	9	12/14	155	Crushing Strength (1), Pathfinders, Regeneration (4+), Thunderous Charge (1)

#### Druid Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	65	Heal (2), Individual, Inspiring, Pathfinders
- Surge (7)							40	

- 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.
- 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.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (4+)** 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 4+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- 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.