

Forces of Nature [2500]

Centaur Bray Striders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Ponies] Cav Regiment [160] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Centaur	8	3+	-	4+	3	12	14/16	3	[160]
[Ponies] Cav Regiment [160] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Centaur	8	3+	-	4+	3	12	14/16	3	[160]
[Ponies] Cav Regiment [160] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Centaur	8	3+	-	4+	3	12	14/16	3	[160]
[Rarity & Ponies] Cav Regiment [160] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Centaur	8	3+	-	4+	3	12	14/16	3	[160]
[Pinkie Pie & Ponies] Cav Regiment [160] <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Centaur	8	3+	-	4+	3	12	14/16	3	[160]
[Applejack & Ponies] Cav Horde [275] Staying Stone <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Centaur	8	3+	-	4+	4	24	22/23	3	[270] [5]

Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Pegasus Flock] Lrg Cav Horde [215] Firesparks (18", Steady Aim) <i>Special Rules:</i> Fly, Nimble, Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Flamebound	10	3+	4+	4+	3	14	14/16	4	[215]
[Pegasus Flock] Lrg Cav Horde [215] Firesparks (18", Steady Aim) <i>Special Rules:</i> Fly, Nimble, Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Flamebound	10	3+	4+	4+	3	14	14/16	4	[215]
[Pegasus Flock] Lrg Cav Horde [215] Firesparks (18", Steady Aim) <i>Special Rules:</i> Fly, Nimble, Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Flamebound	10	3+	4+	4+	3	14	14/16	4	[215]

Pegasus	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Rainbow Dash] Mon 1 [80] <i>Special Rules:</i> Fly, Nimble, Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Beast	10	3+	-	4+	1	3	10/12	4	[80]
[Fluttershy] Mon 1 [80] <i>Special Rules:</i> Fly, Nimble, Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Beast	10	3+	-	4+	1	3	10/12	4	[80]
[Thunderlane] Mon 1 [80] <i>Special Rules:</i> Fly, Nimble, Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Beast	10	3+	-	4+	1	3	10/12	4	[80]

Unicorn	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Princess Twilight Sparkle] Hero (Lrg Cav) 1 Spellcaster 2 [180] Wings Lightning Bolt (5) <i>Special Rules:</i> Crushing Strength(1), Inspiring, Pathfinder, Thunderous Charge(1), Fly, Nimble <i>Keywords:</i> Beast, Majestic	10	3+	-	5+	1	3	12/14	4	[120] [25] [35]
[Princess Celestia] Hero (Lrg Cav) 1 Spellcaster 2 [180] Wings Lightning Bolt (5) <i>Special Rules:</i> Crushing Strength(1), Inspiring, Pathfinder, Thunderous Charge(1), Fly, Nimble <i>Keywords:</i> Beast, Majestic	10	3+	-	5+	1	3	12/14	4	[120] [25] [35]
[Princess Luna] Hero (Lrg Cav) 1 Spellcaster 2 [180] Wings Lightning Bolt (5) <i>Special Rules:</i> Crushing Strength(1), Inspiring, Pathfinder, Thunderous Charge(1), Fly, Nimble <i>Keywords:</i> Beast, Majestic	10	3+	-	5+	1	3	12/14	4	[120] [25] [35]

Total Units: 15
Total Primary Core Points: 2500 (100.0%)

Total Unit Strength: 34

Special Rule	Description
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. This includes Difficult Terrain the unit started in. 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.

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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).

Spell	Description	Special Rules
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.