



Forces of Nature [2500]

Hunters of the Wild	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[*500pt Expansion*] Hv Inf Troop [90]	5	3+	-	5+	1	12	10/12	2	[90]
<i>Special Rules: Pathfinder, Scout Keywords: Verdant</i>									
Hv Inf Regiment [145]	5	3+	-	5+	3	15	15/16	2	[140]
Staying Stone									[5]
<i>Special Rules: Pathfinder, Scout Keywords: Verdant</i>									

Forest Shamblers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [125]	6	4+	-	5+	2	9	-/14	3	[120]
Liliana's Tear									[5]
<i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Elemental, Verdant</i>									
Lrg Inf Regiment [130]	6	4+	-	5+	2	9	-/14	3	[120]
Hann's Sanguinary Scripture									[10]
<i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling, Lifeleech(1) Keywords: Elemental, Verdant</i>									
Lrg Inf Horde [250]	6	4+	-	5+	3	18	-/17	3	[200]
Crystal Pendent of Retribution									[50]
<i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Elemental, Verdant</i>									
Lrg Inf Horde [220]	7	4+	-	5+	3	18	-/17	3	[200]
Brew of Haste									[20]
<i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Elemental, Verdant</i>									
Lrg Inf Horde [240]	6	4+	-	5+	3	18	-/17	3	[200]
Brew of Strength									[40]
<i>Special Rules: Crushing Strength(2), Pathfinder, Scout, Shambling Keywords: Elemental, Verdant</i>									

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

Beast of Nature	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[*500pt Expansion*] Mon 1 [205]	10	3+	-	5+	1	7	15/17	5	[160]
Wings									[30]
Increase Attacks to 7									[15]
<i>Special Rules: Crushing Strength(2), Nimble, Pathfinder, Vicious, Fly Keywords: Beast, Verdant</i>									
[*500pt Expansion*] Mon 1 [205]	10	3+	-	5+	1	7	15/17	5	[160]
Wings									[30]
Increase Attacks to 7									[15]
<i>Special Rules: Crushing Strength(2), Nimble, Pathfinder, Vicious, Fly Keywords: Beast, Verdant</i>									

Kapoka, the Hidden Saviour [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [145]	5	-	-	4+	0	0	12/14	2	[145]
Heal (4)									[0]
Weakness (3)									[0]
<i>Special Rules: Aura(Phalanx - Verdant only), Individual, Inspiring, Pathfinder, Scout, Stealthy Keywords: Verdant</i>									

Forest Warden	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 0 [90]	6	3+	-	5+	1	3	11/13	3	[90]
Surge (4)									[0]
<i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Pathfinder, Scout Keywords: Verdant</i>									

Tree Herder	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 Spellcaster 0 [300]	6	3+	-	6+	1	10	-/19	5	[260]
Wiltfather									[40]
Surge (8)									[0]
<i>Special Rules: Crushing Strength(3), Inspiring, Pathfinder, Scout, Strider, Aura(Vicious - Verdant Only), Cloak of Death Keywords: Verdant</i>									
Hero (Mon) 1 Spellcaster 0 [275]	6	3+	-	6+	1	9	-/18	5	[260]
Aegis of the Elohi									[15]
Surge (8)									[0]
<i>Special Rules: Crushing Strength(3), Inspiring, Pathfinder, Radiance of Life, Scout, Strider, Iron Resolve Keywords: Verdant</i>									

Total Units:
Total Primary Core Points:

14
2500 (100.0%)

Total Unit Strength:

23

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.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
Lifeflech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeflech has a maximum total of 3.
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.
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.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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
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"	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	

Friendly – Shambling Only

in effect for this movement. This Movement may bring a Surged unit within 1" of enemy units. 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.

Weakness

Range: 24"

Enemy, CC

Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.

Artefact	Description
Liliana's Tear	The unit is not affected by the Dread, Shattering or Brutal special rules on enemy units.
Staying Stone	The unit gains +1 to its Wavering stat value.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Aegis of the Elohi	The unit gains the Iron Resolve (+1) Special Rule.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6 inches for their Regroup action, because they are deterred by the huge explosion.