



## FORCES OF NATURE

NEUTRAL

### Salamander Primes

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	25	21/23	[225]
Crushing Strength (1) Keywords: Salamander									
Horde(40)	5	4	-	5	2	4	25	21/23	225 5 [230]
Mace of Crushing Crushing Strength (1) Keywords: Salamander									

### Forest Shamblers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Elemental, Verdant									
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Elemental, Verdant									

### Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	3	3	18	-/18	[220]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound, Elemental									

### Riverbourne Naiad Wyrmliders

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	4	4	3	18	15/17	235 15 [250]
Chalice of Wrath Crushing Strength (1), Pathfinder, Regeneration (4+), Thunderous Charge (2) Keywords: Naga, Naiad									

### Greater Air Elemental

Monster Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	4	5	1	10	-/18	[180]
Crushing Strength (1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1) Keywords: Airbound, Elemental									
1	10	3	-	4	5	1	10	-/18	[180]
Crushing Strength (1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1) Keywords: Airbound, Elemental									
1	10	3	-	4	5	1	10	-/18	[180]
Crushing Strength (1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1) Keywords: Airbound, Elemental									

### Greater Earth Elemental

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	6	6	1	12	-/19	[230]
Brutal, Crushing Strength (3), Shambling, Strider Keywords: Earthbound, Elemental									

<b>Druid</b>										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	65	
Conjurer's Staff Surge (4) Library Veil of Shadows [1](2)									10	
Individual, Inspiring, Pathfinder Spells: Heal (2), Surge (4), Veil of Shadows [1] (2) Keywords: Elemental, Verdant									10	
									25	
									[110]	
<b>Gladewalker Druid</b>										Hero (Hv Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	12/14	90	
Shroud of the Saint Surge (8) Ring of Harmony [1]									25	
Individual, Inspiring, Nature in Balance, Pathfinder, Ring of Harmony[1] Spells: Heal (4), Surge (8) Keywords: Elemental, Verdant									30	
									25	
									[170]	
<b>Salamander Veteran</b>										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	4	11/13	65	
Guiding Flame [1] - Gain Aura (Elite (Melee) - Salamander only). This unique upgrade cannot be taken in conjunction with a magical artefact									20	
Crushing Strength (2), Individual, Inspiring, Aura (Elite (Melee) - Salamander only)) Keywords: Salamander									[85]	

Total Unit Strength: 22  
 Total Core: 2300 (100%)

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Chalice of Wrath</b>	The unit gains the <i>Fury</i> special rule.
<b>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Fly</b>	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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Mace of Crushing</b>	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
<b>Nature in Balance</b>	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.
<b>Nimble</b>	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.

<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>Regeneration</b>	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.
<b>Ring of Harmony[1]</b>	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
<b>Scout</b>	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 <i>Scout</i> 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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Shroud of the Saint</b>	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Surge</b>	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Veil of Shadows [1]</b>	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.