

## James black adeptclash 2024

2300 / 2300 VALID

 Forces of Nature [2300]

Water Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [220]	7	4+	-	5+	3	18	-/17	3	[220]
<i>Special Rules: Crushing Strength(1),Regeneration(5+),Shambling, Strider</i> <b>Keywords: Elemental, Waterbound</b>									
Lrg Inf Horde [220]	7	4+	-	5+	3	18	-/17	3	[220]
<i>Special Rules: Crushing Strength(1),Regeneration(5+),Shambling, Strider</i> <b>Keywords: Elemental, Waterbound</b>									

Centaur Bray Striders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Horde [290]	9	3+	-	4+	4	24	21/23	3	[270]
Brew of Haste									[20]
<i>Special Rules: Crushing Strength(1),Pathfinder, Thunderous Charge(1)</i> <b>Keywords: Centaur</b>									

Riverbourne Naiad Wyrmliders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [235]	7	3+	-	4+	3	18	15/17	4	[235]
<i>Special Rules: Crushing Strength(1),Pathfinder, Regeneration(4+),Thunderous Charge(2)</i> <b>Keywords: Naga, Naiad</b>									

Greater Water Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [180]	7	4+	-	5+	1	9	-/18	5	[180]
<i>Special Rules: Crushing Strength(2),Regeneration(4+),Shambling, Strider</i> <b>Keywords: Elemental, Waterbound</b>									

Greater Fire Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [175]	6	3+	-	5+	1	8	-/18	5	[175]
Fireball (8)									[0]
<i>Special Rules: Crushing Strength(3),Pathfinder, Shambling, Vicious(Melee)</i> <b>Keywords: Elemental, Flamebound</b>									

Hydra	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [150]	6	4+	-	5+	2	5*	16/18	6	[150]
<i>Special Rules: Crushing Strength(2),Pathfinder, Regeneration(5+),Multiple Heads</i> <b>Keywords: Beast</b>									
Titan 1 [150]	6	4+	-	5+	2	5*	16/18	6	[150]
<i>Special Rules: Crushing Strength(2),Pathfinder, Regeneration(5+),Multiple Heads</i> <b>Keywords: Beast</b>									

Greater Earth Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [230]	6	4+	-	6+	2	12	-/19	6	[230]
<i>Special Rules: Brutal, Crushing Strength(3),Shambling, Strider</i> <b>Keywords: Earthbound, Elemental</b>									

Gladewalker Druid	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [150]	5	5+	-	4+	0	1	12/14	2	[60]
Ring of Harmony									[30]
Heal (4)									[30]
Surge (8)									[30]
<i>Special Rules: Individual, Inspiring, Pathfinder, Nature in Balance, Ring of Harmony</i> <b>Keywords: Elemental, Verdant</b>									
Hero (Hv Inf) 1 Spellcaster 2 [120]	5	5+	-	4+	0	1	12/14	2	[60]
Heal (4)									[30]
Surge (8)									[30]
<i>Special Rules: Individual, Inspiring, Pathfinder, Nature in Balance</i> <b>Keywords: Elemental, Verdant</b>									

Naiad Wyrmlider Centurion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [180]	8	3+	-	5+	1	5	13/15	4	[160]
Blade of the Beast Slayer									[20]
<i>Special Rules: Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans),Inspiring, Nimble, Pathfinder, Regeneration(4+),Thunderous Charge(1)</i> <b>Keywords: Naga, Naiad</b>									

Total Units:

12

Total Unit Strength:

22

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Multiple Heads	In addition to the basic 5, the Hydra has a number of additional attacks equal to its current points of Damage.
Nature in Balance	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.

Ring of Harmony	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
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Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
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.
Regeneration	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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Surge</b> Range: 12" Friendly – Shambling Only	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 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.	

Artefact	Description
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Brew of Haste	This unit increases its Speed stat by +1.