



Forces of Nature [1995]

Forest Shamblers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [200]	6	4+	-	5+	3	18	-/17	3	[200]
Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Elemental, Verdant									
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Beast of Nature	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [205]	10	3+	-	5+	1	7	15/17	5	[160]
Wings									[30]
Increase Attacks to 7									[15]
Special Rules: Crushing Strength(2), Nimble, Pathfinder, Vicious, Fly Keywords: Beast, Verdant									
Mon 1 [205]	10	3+	-	5+	1	7	15/17	5	[160]
Wings									[30]
Increase Attacks to 7									[15]
Special Rules: Crushing Strength(2), Nimble, Pathfinder, Vicious, Fly Keywords: Beast, Verdant									

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

Druid	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [75]	5	5+	-	4+	0	1	10/12	2	[45]
Conjurer's Staff									[10]
Surge (4)									[10]
Heal (2)									[10]
Special Rules: Individual, Inspiring, Pathfinder Keywords: Elemental, Verdant									
Hero (Inf) 1 Spellcaster 1 [65]	5	5+	-	4+	0	1	10/12	2	[45]
Surge (4)									[10]
Heal (2)									[10]
Special Rules: Individual, Inspiring, Pathfinder Keywords: Elemental, Verdant									

Forest Warden	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 0 [95]	6	3+	-	5+	1	3	11/13	3	[90]
Blade of Slashing									[5]
Surge (4)									[0]
Special Rules: Crushing Strength(2), Inspiring, Nimble, Pathfinder, Scout Keywords: Verdant									
Hero (Lrg Inf) 1 Spellcaster 0 [90]	6	3+	-	5+	1	3	11/13	3	[90]
Surge (4)									[0]
Special Rules: Crushing Strength(2), Inspiring, Nimble, Pathfinder, Scout Keywords: Verdant									

Total Units:

12

Total Unit Strength:

20

Total Primary Core Points:

1995 (100.0%)

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.
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.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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" 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 Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.