

Forces of Nature (Neutral)								
Elementals							Large Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	-/17	200	Crushing Strength (2), Pathfinders, Shambling
- Fire: become Sp 6 and Crushing Strength (2)							0	
Horde(6)	7	4+	-	5+	18	-/17	200	Crushing Strength (1), Pathfinders, Regeneration (5+), Shambling
- Water: become Sp 7 and gain Regeneration (5+)							20	
Horde(6)	10	4+	-	4+	18	-/17	200	Crushing Strength (1), Fly, Pathfinders, Shambling
- Air: become SP 10 and gain Fly, but lower Defence to 4+							20	
- Helm of Confidence							20	
Horde(6)	5	4+	-	6+	18	-/17	200	Crushing Strength (1), Pathfinders, Shambling
- Earth: become De 6+							0	
Sylph Talonriders*							Large Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	10	4+	4+	3+	6	12/14	135	Bows (Range 24"), Elite (Melee attacks only), Fly, Pathfinders, Thunderous Charge (1)
- Diadem of Dragon-kind							30	
Druid							Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	65	Hero (Inf), Heal (2), Individual, Inspiring, Pathfinders, Surge (7)
- Wild Companion							10	
- Surge (7)							40	
(1)	5	5+	-	4+	1	10/12	65	Hero (Inf), Bane-chant (2), Heal (2), Individual, Inspiring, Pathfinders
- Bane-chant (2)							15	
- Wild Companion							10	
- Banner of the Griffin							25	
(1)	5	5+	-	4+	1	10/12	65	Hero (Inf), Bane-chant (2), Heal (2), Individual, Inspiring, Pathfinders
- Bane-chant (2)							15	
- Shroud of the Saint							25	
Winged Unicorn							Hero (LrgCav)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	4	12/14	170	Hero (LrgCav), Fly, Heal (7), Inspiring, Lightning Bolt (5), Pathfinders, Thunderous Charge (2)
- Lightning Bolt (5)							20	
Greater Elemental							Monster	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	8	-/18	160	Crushing Strength (2), Pathfinders, Regeneration (5+), Shambling

- Water: become Sp 7 and gain Regeneration (5+)									30	
(1)	10	4+	-	4+	8	-/18		160	Crushing Strength (2), Fly, Lightning Bolt (3), Pathfinders, Shambling, Wind Blast (6)	
- Air: become Sp 10 and gain Fly, Wind Blast (6) and Lightning Bolt (3), but lower Defence to 4+									30	
(1)	5	4+	-	6+	8	-/18		160	Crushing Strength (3), Pathfinders, Shambling	
- Earth: become De 6+ and Crushing Strength (3)									0	

Agnih-Bhanu, Greater Fire Elemental[1] Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	5+	9	-/19	260	Breath Attack (12), Crushing Strength (4), Pathfinder, Piercing (4), Strider, Vicious

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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Diadem of Dragon-kind** The unit has the Breath Attack (10) rule.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Helm of Confidence** You must always re-roll a rout result for this unit even if they are not in range of a unit with inspiring.
- Individual**
Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
Move Individuals have the Nimble special rule.
Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must

re-roll that Nerve test. The second result stands.

- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Pathfinder** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Pathfinders** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Shroud of the Saint** Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).
- Strider** The unit never suffers the penalty for Hindered charges.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing it that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. 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 movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Wild Companion** Mark units that are accompanied by a Wild Companion with a suitable model – a panther, bear, wolf, hawk, etc. The unit then can unleash the beast once per game. This is the same as using a Fireball (5) spell with Piercing (1) – remove the animal model once it has been unleashed.
- Wind Blast** Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster is in the target unit's rear arc. The target stops

1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.