

NATURE WARIBAND SPECIAL ABILITIES

FOREST DWELLERS (1) – Until the end of the current Round, all models in this warband have the Pathfinder rule.

AMBUSH (1) – During deployment, you may elect to place ONE of your SUPPORT models in ambush in any piece of terrain (not impassable) outside of your opponent's deployment area. Make a note of which terrain piece you are choosing and put the model to one side of the table. During any Turn, when an enemy model comes within 3" of the nominated terrain piece, or enters it, you can use this ability to place your ambushing model into play within 3" of the enemy model. If the enemy model enters the terrain, the ambushing model may be placed in contact with it, Engaged, in its front arc. The ambushing model is marked as Fatigued but may be activated as normal later in the Round. The enemy model immediately ends its current action but may continue its Turn.

Name	Centaur Bray-Strider						Pts	16	Cav
Race	Nature, Beast						Type	Warrior	
Power Dice 1 x R									
Sp	Ra	Me	Ar	Ne	Wn	H			
7	-	3+	5+	5+	2	3			
<i>Smash, Cavalary</i>									
Ranged	-						Equipment		
Melee	2D8								
NOTES									

Name	Druid						Pts	44	20mm
Race	Nature						Type	Spellcaster	
Power Dice 1 x R									
Sp	Ra	Me	Ar	Ne	Wn	H			
5	4+	5+	6+	4+	3	2			
<i>Inspiring</i>									
Spells	Heal (short), Windblast (long), Lightning Bolt (long)								
Ranged	1D8						Equipment		
Melee	2D8								
SPECIAL ABILITY									
RANGE BOOST (2) - Use this ability to increase the range of one of the caster's spells by 6" (where a Range is specified). The RANGE BOOST must be paid for during the caster's activation just before the chosen spell is cast.									

Name	Salamander Unblooded						Pts	13	25mm
Race	Salamander						Type	Grunt	
Power Dice 1 x R									
Sp	Ra	Me	Ar	Ne	Wn	H			
5	-	4+	5+	6+	2	2			
<i>Crushing Strength (1)</i>									
Ranged	-						Equipment		
Melee	2D8								
NOTES									

Name	Naiad						Pts	16	20mm
Race	Neritican						Type	Warrior	
Power Dice 1 x R									
Sp	Ra	Me	Ar	Ne	Wn	H			
6	5+	5+	6+	5+	2	2			
<i>Regenerate</i>									
Ranged	1D8						Equipment		
Melee	2D8						Trident May take a Harpoon-gun for +2pts		
Trident - For each 8 this model scores when making a Melee attack, roll another dice as normal with all 8's being resolved at Crushing Strength (1).									
Harpoon-gun - Range: 9". Piercing (1)									

Name	Naiad Ensnarer						Pts	18	20mm
Race	Neritican						Type	Support	
Power Dice 1 x R									
Sp	Ra	Me	Ar	Ne	Wn	H			
6	5+	5+	6+	5+	2	2			
<i>Regenerate</i>									
Ranged	1D8						Equipment		
Melee	2D8						Net Trident		
NOTES									
Trident - For each 8 this model scores when making a Melee attack, roll another dice as normal with all 8's being resolved at Crushing Strength (1).									
Net - Break away actions from this model are made rolling 2 dice for the armour roll rather than the normal 1. each failed roll causes a wound as normal.									

Name	Centaur Chief						Pts	40	Cav
Race	Nature, Beast						Type	Command	
Power Dice 1 x R									
Sp	Ra	Me	Ar	Ne	Wn	H			
8	4+	3+	5+	4+	4	3			
<i>Smash, Cavalry</i>									
Ranged	2D8						Equipment		
Melee	3D8						Bow (Range 12")		

Name	Wild Companion						Pts	16	20mm
Race	Nature, Beast						Type	Support	
Power Dice 1 x R									
Sp	Ra	Me	Ar	Ne	Wn	H			
7	-	5+	6+	5+	2	2			
<i>Pathfinder</i>									
Ranged	-						Equipment		
Melee	2D8								
SPECIAL ABILITY									
HIS MASTERS VOICE (1) - Use this ability when this model activates to activate a friendly Wild Companion model within 3" of a friendly model with the COMMAND or SPELLCASTER type. The activations are taken at the same time but the models may complete their activation independently (this is not a group activation). This can be performed in addition to the normal +1 model activation if fought with Power..									

Name	Forest Shambler						Pts	40	40mm
Race	Nature, Beast						Type	Large	
Power Dice 1 x R									
Sp	Ra	Me	Ar	Ne	Wn	H			
5	-	5+	3+	5+	6	3			
<i>Steady, Crushing Strength (2)</i>									
Ranged	-						Equipment		
Melee	3D8								
SPECIAL ABILITY									
PROTECT (n) - Pay (n) Power, up to the number of wounds the Forest Shambler has left, to transfer any wounds just caused on a single friendly NATURE model within 3" onto the Shambler instead. Reduce the Shambler's wounds accordingly and remove it if it is reduced to zero. This ability can be used at any time.									