NATURE WARBAND 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 oponent'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 place in contact with it, Enaged, 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** 8 Cav
Race Nature, Beast **Type** Warrior

Sp	Ra	Me	Ar	Ne	Wn	H
7	-	3+	5+	5+	2	3

Smash, Cavalary

Ranged - **Equipment**
Melee 2D8

NOTES

Name Druid **Pts** 22 20mm
Race Nature **Type** Spellcaster
Power Dice 1 x R

Sp	Ra	Me	Ar	Ne	Wn	H
5	4+	5+	6+	4+	3	2

Inspiring
Spells Heal (short), Tanglefoot (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** 7 25mm
Race Salamander **Type** Grunt

Sp	Ra	Me	Ar	Ne	Wn	H
5	-	4+	5+	6+	2	2

Crushing Strength (1)

Ranged **Equipment**
Melee 2D8

NOTES

Name Naiad **Pts** 8 20mm
Race Neritican **Type** Warrior

Sp	Ra	Me	Ar	Ne	Wn	H
6	5+	5+	6+	5+	2	2

Regenerate

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** 9 20mm
Race Neritican **Type** Support

Sp	Ra	Me	Ar	Ne	Wn	H
6	5+	5+	6+	5+	2	2

Regenerate

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** 20 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

Smash, Cavalry

Ranged 2D8 **Equipment**
Melee 3D8 Bow (Range 12")

Name Wild Companion **Pts** 8 20mm
Race Nature, Beast **Type** Support

Sp	Ra	Me	Ar	Ne	Wn	H
7	-	5+	6+	5+	2	2

Pathfinder

Ranged - **Equipment**
Melee 2D8

SPECIAL ABILITY
HIS MASTERS VOICE (1) - Use this ability when this model activayes 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 actovation). This can be performed in additon to the normal +1 model activation if ought with Power..

Name Forest Shambler **Pts** 20 40mm
Race Nature, Beast **Type** Large

Sp	Ra	Me	Ar	Ne	Wn	H
5	-	5+	3+	5+	6	3

Steady, Crushing Strength (2)

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.