

FORCES OF NATURE

Naiad Ensnarers Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	3+	10	9/11	100
Regiment (20)	5	4+	-	3+	12	13/15	140
Horde (40)	5	4+	-	3+	25	20/22	230

Special

Ensnare, Regeneration (4+)

Naiad Heartpiercers Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	4+	3+	8	9/11	120
Regiment (20)	5	5+	4+	3+	10	13/15	160

Special

Harpoon-gun, Piercing (1), Regeneration (4+)

Naiad Wyrmridders Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	8	3+	-	4+	9	12/14	155
Horde (6)	8	3+	-	4+	18	15/17	240

Special

Crushing Strength (1), Regeneration (4+), Thunderous Charge (1)

Hunters of the Wild Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	-	4+	20	10/12	135
Regiment (20)	6	4+	-	4+	25	14/16	190

Special

Vanguard

Centaur Bray-Striders Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	4+	6	11/13	100
Regiment (10)	8	3+	-	4+	12	14/16	155

Special

Crushing Strength (1), Thunderous Charge (1)

Forces of Nature Special Rules

Alignment: Neutral

Creatures of Nature

All units in this list have the *Pathfinder* special rule, unless specified otherwise.

Wild Companions

A Wild Companion is a feral animal that is bound by magical means to a Druid or other master of the natural lore, or simply allied or in thrall to a particular race or creature.

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.

Centaur Bray-Hunters Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	4+	5+	3+	6	11/13	105
Regiment (10)	8	4+	5+	3+	12	14/16	165

Special

Bows, Nimble, Thunderous Charge (1)

Salamanders Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	5+	10	10/12	100
Regiment (20)	5	4+	-	5+	12	14/16	140
Horde (40)	5	4+	-	5+	25	21/23	230

Special

Base Size: 25x25mm, Crushing Strength (1)

Options

- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain Crushing Strength (2))

Sylph Talonriders* Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	10	4+	4+	3+	6	12/14	135
Horde (6)	10	4+	4+	3+	12	15/17	210

Special

Bows, Fly

Forest Shamblers Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	-	5+	9	-/14	125
Horde (6)	6	4+	-	5+	18	-/17	190

Special

Crushing Strength (1), Shambling, Vanguard.

Hydra Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	5+	5*	15/17	140

Special

Crushing Strength (2), Regeneration (5+)

*Multiple heads – in addition to the basic 5, the Hydra has a number of additional attacks equal to its current points of Damage.

Beast of Nature Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	-	5+	5	15/17	130

Special

Crushing Strength (2)

Options

- Lightning Bolt (6) for +30pts
- Breath Attack (10) for +15pts
- Fly and Speed 10 for +50pts
- Vicious and increase Attacks to 7 for +30pts

Elementals Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	5	4+	-	5+	9	-/14	130
Horde (6)	5	4+	-	5+	18	-/17	200

Special

Crushing Strength (1), Shambling.

Options

MUST take one of the following options:

- Earth: become De 6+ for free
- Fire: become Sp 6 and Crushing Strength (2) for free
- Air: become Sp 10 and gain Fly, but lose Crushing Strength for +20pts
- Water: become Sp 7 and gain Regeneration (5+) for +20pts

Greater Elemental Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	5+	8	-/18	160

Special

Crushing Strength (2), Shambling

Options

MUST take one of the following options:

- Earth: become De 6+ and Crushing Strength (3) for free
- Fire: become Sp 6 and Crushing Strength (4), and gain Breath Attack (6) for free
- Air: become Sp 10 and gain Fly and Wind Blast (3) but reduced to Crushing Strength (1) for +30pts
- Water: become Sp 7 and gain Regeneration (5+) for +30pts

Druid Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	-	4+	1	10/12	65

Special

Heal (2), Individual, Inspiring

Options

- Lightning Bolt (3) for +20pts
- Wind Blast (5) for +30pts
- Surge (7) for +40pts
- Bane-chant (2) for +15pts
- Can ride a stag, horse, lesser unicorn or similar mount, increasing Speed to 9, for +15 pts and changing to Hero (Cav)
- Up to two Wild Companions (+10 pts each)

STARTER FORCE LISTS

Forest Warden Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	5+	3	11/13	75

Special

Crushing Strength (2), Nimble, Vanguard

Tree Herder Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	6+	7	18/20	260

Special

Crushing Strength (3), Inspiring, Surge (8), Vanguard

Centaur Chief Hero (Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	8	3+	-	4+	4	11/13	105

Special

Crushing Strength (2), Thunderous Charge (1), Inspiring, Individual

Options

- Bow gaining Ra 4+ for +10pts
- Wild Companion (+10 pts)

Naiad Stalker Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	4+	4	11/13	90

Special

Crushing Strength (1), Individual, Inspiring (Naiads only), Regeneration (4+), Stealthy

Options

- Harpoon-gun, gaining Ra 4+ and Piercing (1) for +20pts
- Wild Companion for +10 pts

Salamander Veteran Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	5+	4	11/13	85

Special

Base Size: 25x25mm, Crushing Strength (2), Individual, Inspiring (Salamanders only)

Options

- Wild Companion for +10 pts

Winged Unicorn Hero (Lrg Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	4	12/14	170

Special

Fly, Heal (7), Inspiring, Thunderous Charge (2)

Options

- Lightning Bolt (5) for +20pts
- Wind Blast (5) for +20pts
- Bane-chant (2) for +15pts

Unicorn Hero (Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	3	11/13	120

Special

Heal (5), Individual, Thunderous Charge (2)

Pegasus Hero (Lrg Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	4+	3	10/12	80

Special

Fly, Thunderous Charge (1)

The Green Lady [1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	-	-	6+	-	14/16	200

Special

Elite, Fly, Heal (8), Individual, Inspiring, Regeneration (5+)

Options

- Up to 2 Wild Companions (+10pts each)

The Wild Guard

The Wild Guard are the most devoted guardians of the Green Lady, sworn to protect her and to uphold her ideals until death takes them.

If your army includes the Green Lady, for +20 points you may upgrade a single Regiment of Hunters of the Wild to represent the Green Lady's Wild Guard, her most devoted and sworn guardians. This unit has the Headstrong and Regeneration (5+) special rules.

Keris [1]

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	1	12/14	160

Special

Fireball (7), Heal (1), Individual, Inspiring, Lightning Bolt (2), Solar Staff, Surge (8)

Options

- Can be accompanied by Ozzee (Wild Companion) for +10 pts

Solar staff

The bearer has a single ranged attack with a range of 24" that always hits on 4+ (regardless of modifiers). If the target unit is hit, it is blinded until the end of its following Shoot phase – place a suitable marker next to the target. As long as it's blinded, the unit cannot Charge and is Disordered.

Shaarlyot [1]

Hero (Inf)

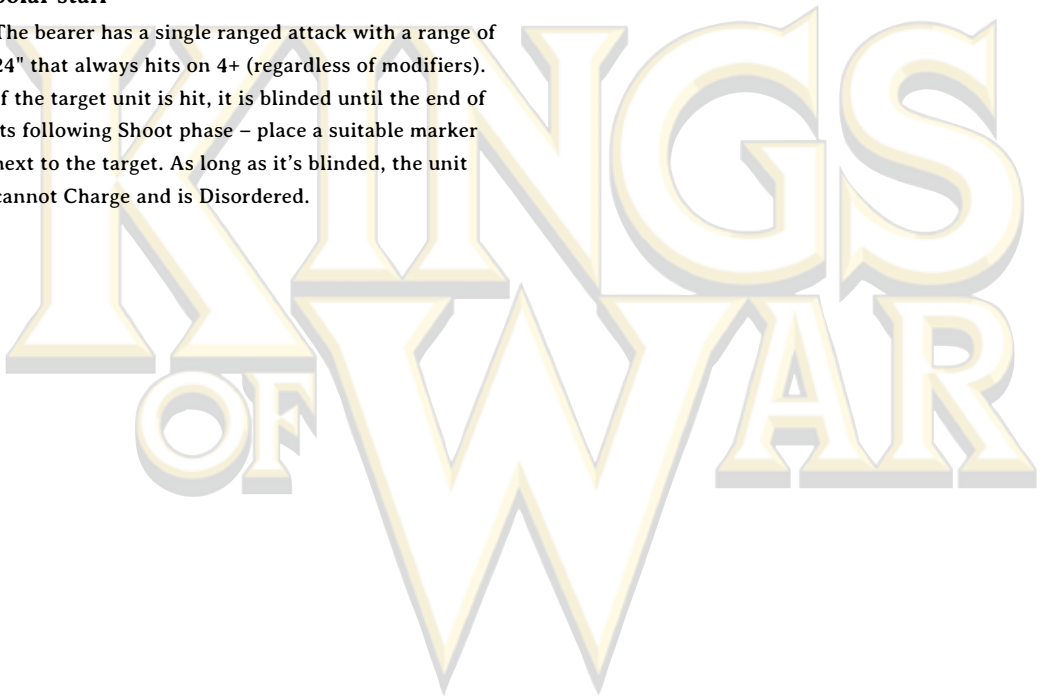
Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	4+	-	3+	1	12/14	150

Special

Fireball (10), Fly, Individual, Inspiring, Wind Blast (7)

Options

- Can be accompanied by Tiffie (Wild Companion) for +10 pts



Starter Force Lists

These are a selection of army stats. For the full listings pick up your copy of the *Kings of War Second Edition Rulebook*.

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