

 The Herd [2300]

Longhorns	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [175] Thunderous Charge (1) <b>Special Rules:</b> <i>Crushing Strength(1), Pathfinder, Rallying(1 - Herd only), Thunderous Charge(1)</i> <b>Keywords:</b> <i>Herd</i>	6	3+	-	5+	3	12	14/16	2	[170] [5]

Harpies*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [90] <b>Special Rules:</b> <i>Fly, Nimble, Pathfinder, Vicious(Melee)</i> <b>Keywords:</b> <i>Harpy</i>	10	4+	-	3+	1	8	9/11	2	[90]

Forest Shamblers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [200] <b>Special Rules:</b> <i>Crushing Strength(1), Pathfinder, Scout, Shambling</i> <b>Keywords:</b> <i>Elemental, Verdant</i>	6	4+	-	5+	3	18	-/17	3	[200]
Lrg Inf Horde [200] <b>Special Rules:</b> <i>Crushing Strength(1), Pathfinder, Scout, Shambling</i> <b>Keywords:</b> <i>Elemental, Verdant</i>	6	4+	-	5+	3	18	-/17	3	[200]

Centaur Bray Striders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [160] <b>Special Rules:</b> <i>Crushing Strength(1), Pathfinder, Thunderous Charge(1)</i> <b>Keywords:</b> <i>Centaur</i>	8	3+	-	4+	3	12	14/16	3	[160]

Minotaur Chariots*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [245] The Stampede Fire-Oil <b>Special Rules:</b> <i>Crushing Strength(1 / +1 vs. units with Regeneration), Fury, Thunderous Charge(2), Wild Charge(D3), Strider, Pathfinder, Piercing(+1 vs. units with Regeneration)</i> <b>Keywords:</b> <i>Herd, Minotaur</i>	7	3+	-	5+	2	15	16/18	3	[210] [30] [5]
Cht Horde [265] <b>Special Rules:</b> <i>Crushing Strength(1), Fury, Thunderous Charge(2), Wild Charge(D3)</i> <b>Keywords:</b> <i>Herd, Minotaur</i>	7	3+	-	5+	3	20	17/19	3	[265]

Beast of Nature	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [205] Wings Increase Attacks to 7 <b>Special Rules:</b> <i>Crushing Strength(2), Nimble, Pathfinder, Vicious, Fly</i> <b>Keywords:</b> <i>Beast, Verdant</i>	10	3+	-	5+	1	7	15/17	5	[160] [30] [15]

Great Chieftan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [150] Horn of the Great Migration Wings of Honeymaze <b>Special Rules:</b> <i>Crushing Strength(1), Individual, Inspiring, Mighty, Pathfinder, Thunderous Charge(1), Aura(Wild Charge (+1)), Dread, Fly</i> <b>Keywords:</b> <i>Herd</i>	10	3+	-	4+	0	5	12/14	2	[95] [15] [40]

Druid	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 1 [100] Forest Steed Conjurer's Staff Bane Chant (2) <b>Special Rules:</b> <i>Individual, Inspiring, Pathfinder</i> <b>Keywords:</b> <i>Elemental, Verdant</i>	9	5+	-	4+	0	1	10/12	3	[45] [25] [10] [20]

Moonfang [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [210] <b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Nimble, Pathfinder, Regeneration(4+), Vicious(Melee), Primal Savagery</i> <b>Keywords:</b> <i>Beast, Lycanthrope</i>	9	3+	-	5+	1	6	14/16	3	[210]

Tree Herder	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 Spellcaster 0 [300] Wiltfather Surge (8) <b>Special Rules:</b> <i>Crushing Strength(3), Inspiring, Pathfinder, Scout, Strider, Aura(Vicious - Verdant Only), Cloak of Death</i> <b>Keywords:</b> <i>Verdant</i>	6	3+	-	6+	1	10	-/19	5	[260] [40] [0]

**Total Units:**  
**Total Primary Core Points:**

12  
2300 (100.0%)

**Total Unit Strength:**

21

<b>Custom Rule</b>	<b>Description</b>
Primal Savagery	Friendly Core units that are Engaged with the same enemy unit as Moonfang have Vicious (Melee)

  

<b>Special Rule</b>	<b>Description</b>
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
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.
Thunderous Charge	All Melee hits inflicted by this 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 one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Surge</b> 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. This Movement may bring a Surged unit within 1" of enemy units. 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
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
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.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.