

Ed Herdzig's Wild Hunters of the Wavering Woods

2300 / 2300 VALID



The Herd [2300]

Hunters of the Wild	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [140] <i>Special Rules: Pathfinder, Scout Keywords: Verdant</i>	5	3+	-	5+	3	15	14/16	2	[140]
Hv Inf Regiment [140] <i>Special Rules: Pathfinder, Scout Keywords: Verdant</i>	5	3+	-	5+	3	15	14/16	2	[140]

Centaur Bray Striders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [165] Staying Stone <i>Special Rules: Crushing Strength(1), Pathfinder, Thunderous Charge(1) Keywords: Centaur</i>	8	3+	-	4+	3	12	15/16	3	[160] [5]
Cav Regiment [160] <i>Special Rules: Crushing Strength(1), Pathfinder, Thunderous Charge(1) Keywords: Centaur</i>	8	3+	-	4+	3	12	14/16	3	[160]
Cav Regiment [160] <i>Special Rules: Crushing Strength(1), Pathfinder, Thunderous Charge(1) Keywords: Centaur</i>	8	3+	-	4+	3	12	14/16	3	[160]
Cav Regiment [160] <i>Special Rules: Crushing Strength(1), Pathfinder, Thunderous Charge(1) Keywords: Centaur</i>	8	3+	-	4+	3	12	14/16	3	[160]

Wild Gur Panthers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [85] <i>Special Rules: Nimble, Pathfinder, Vicious(Melee) Keywords: Beast</i>	10	4+	-	3+	1	6	9/11	2	[85]

Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [130] Firesparks (18", Steady Aim) <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>	10	3+	4+	4+	2	7	11/13	4	[130]

Lycan Alpha	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [175] Orb of Towering Presence <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Pathfinder, Regeneration(5+) Keywords: Beast, Lycanthrope</i>	9	3+	-	5+	2	5	13/15	3	[165] [10]
Hero (Lrg Inf) 1 [165] <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Pathfinder, Regeneration(5+) Keywords: Beast, Lycanthrope</i>	9	3+	-	5+	1	5	13/15	3	[165]
Hero (Lrg Inf) 1 [165] <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Pathfinder, Regeneration(5+) Keywords: Beast, Lycanthrope</i>	9	3+	-	5+	1	5	13/15	3	[165]

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

Flaxhoof [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [160] <i>Special Rules: Aura(Thunderous Charge (+1) - Centaur only), Crushing Strength(2), Fury, Individual, Inspiring, Mighty, Pathfinder Keywords: Centaur</i>	8	3+	-	4+	0	6	13/15	3	[160]

Avatar of the Father [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [285] <i>Special Rules: Crushing Strength(2), Fly, Fury, Nimble, Pathfinder, Thunderous Charge(1), Very Inspiring Keywords: Beast, Herd</i>	10	3+	-	5+	1	9	17/19	5	[285]

Total Units: 14
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 27

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

Special Rule	Description
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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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.