

Herd 1250 Altibash - Daniel King

The Herd (Neutral)								
Spirit Walkers							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	3+	20	-/16	140	Pathfinder, Thunderous Charge (1)
Lycans							Large Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	9	3+	-	4+	18	15/17	245	Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+)
- Brew of Strength							30	
Beast Pack*							Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	10	4+	-	3+	6	9/11	70	Height (1), Nimble, Pathfinder, Vicious
Stampede*							Large Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	4+	-	4+	30	18/20	260	Crushing Strength (1), Pathfinder, Strider, Thunderous Charge (3)
Horde(6)	7	4+	-	4+	30	18/20	260	Crushing Strength (1), Pathfinder, Strider, Thunderous Charge (3)
Centaur Chief							Hero (Cav)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	4+	4	11/13	105	Hero (Cav), Crushing Strength (2), Individual, Inspiring, Pathfinder, Thunderous Charge (1)
Shaman							Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	2	11/13	95	Hero (Inf), Bane-chant (3), Critter's Call (8), Heal (5), Individual, Inspiring, Pathfinder, Thunderous Charge (1)
- Heal (5)							25	
- Critter's Call (8) (L)							20	
							1250	

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Critter's Call** 24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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 suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Strider** The unit never suffers the penalty for Hindered charges.
- Thunderous** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is

Charge in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.