

AltiBash Herd Jan

| The Herd (Neutral) | | | | | | | | |
|---------------------------|----|----|----|----|------|-------|-----------------------|---|
| Lycans | | | | | | | Large Infantry | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Regiment(3) | 9 | 3+ | - | 4+ | 9 | 12/14 | 160 | Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) |
| Horde(6) | 9 | 3+ | - | 4+ | 18 | 15/17 | 245 | Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) |
| 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) |
| - Brew of Sharpness | | | | | | | 45 | |
| Brutox | | | | | | | Monster | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 8 | 4+ | - | 4+ | D6+8 | 16/19 | 220 | Crushing Strength (2), Fury, Regeneration (5+), Strider, Thunderous Charge (2) |
| Centaur Chief | | | | | | | Hero (Cav) | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 8 | 3+ | 4+ | 4+ | 4 | 11/13 | 105 | Hero (Cav), Bows (Range 24"), Crushing Strength (2), Individual, Inspiring, Pathfinder, Thunderous Charge (1) |
| - Bow gaining Ra 4+ | | | | | | | 10 | |
| Lycan Alpha | | | | | | | Hero (LrgInf) | |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 9 | 3+ | - | 5+ | 7 | 14/16 | 205 | Hero (LrgInf), Crushing Strength (2), Inspiring (Lycans only), Nimble, Pathfinder, Regeneration (5+) |
| | | | | | | | 1250 | |

- Brew of Sharpness** The unit has +1 to hit in melee.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fury** While wavered, this unit may declare a Counter-Charge.
- 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 Charge** All melee hits inflicted by the 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 1 when Hindered.