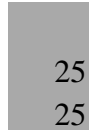


Reaper Battle Cattle. Jan Stother '19

The Herd (Neutral)							
Tribal Hunters							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10)	6	5+	5+	3+	8	8/10	75
- Swap Throwing Weapons for Bows							0
Bows (Range 24"), Pathfinder, Vanguard							
Guardian Brutes							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	4+	-	5+	24	15/18	230
- Orcish Skullpole							5
Crushing Strength (1), Fury, Thunderous Charge (2)							
Centaur Longmanes							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	8	3+	-	4+	16	14/16	200
Crushing Strength (1), Headstrong, Pathfinder, Thunderous Charge (1)							
Centaur Bray-Hunters							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	8	4+	5+	3+	12	14/16	165
Bows (Range 24"), Nimble, Pathfinder, Thunderous Charge (1)							
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							
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
- Brew of Sharpness							45
Crushing Strength (1), Pathfinder, Strider, Thunderous Charge (3)							
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
- Bow gaining Ra 4+							10
Hero (Cav), Bows (Range 24"), 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), Heal (5), Individual, Inspiring, Pathfinder,							

- Heal (5)
- Shroud of the Saint



Thunderous Charge (1)

25

25

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1600

- 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 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.
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
- 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.
- Orcish Skullpole** The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
- 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.

**Shroud of the Saint**

Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).

**Strider**

The unit never suffers the penalty for Hindered charges.

**Throwing Weapons**

Range 12"

**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.

**Vanguard**

The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.

**Vicious**

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