

<b>The Herd (Neutral)</b>								
<b>Tribal Warriors</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	4+	25	20/22	200	Pathfinder, Thunderous Charge (1)
<b>Spirit Walkers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	3+	20	-/16	140	Pathfinder, Thunderous Charge (1)
Regiment(20)	6	4+	-	3+	20	-/16	140	Pathfinder, Thunderous Charge (1)
<b>Tribal Spears</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	4+	30	19/21	205	Pathfinder, Phalanx
<b>Tribal Hunters</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	5+	5+	3+	8	8/10	75	Bows (Range 24"), Pathfinder, Vanguard
- Swap Throwing Weapons for Bows							0	
<b>Guardian Brutes</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	24	15/18	230	Crushing Strength (1), Fury, Thunderous Charge (2)
Horde(6)	6	4+	-	5+	24	15/18	230	Crushing Strength (1), Fury, Thunderous Charge (2)
Horde(6)	6	4+	-	5+	24	15/18	230	Crushing Strength (1), Fury, Thunderous Charge (2)
<b>Beast Pack*</b>								<b>Cavalry</b>
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
Troop(5)	10	4+	-	3+	6	9/11	70	Height (1), Nimble, Pathfinder, Vicious
<b>Great Chieftan on Chariot</b>								<b>Hero (LrgCav)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	4+	5+	7	14/16	190	Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (2)
- Bow gaining Ra 4+							10	
(1)	9	3+	4+	5+	7	14/16	190	Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (2)
- Bow gaining Ra 4+							10	
<b>Shaman</b>								<b>Hero (Inf)</b>
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,

									Thunderous Charge (1)
- Heal (5)								25	
(1)	6	4+	-	4+	2	11/13		95	Hero (Inf), Bane-chant (3), Heal (5), Individual, Inspiring, Pathfinder, Thunderous Charge (1)
- Heal (5)								25	
(1)	6	4+	-	4+	2	11/13		95	Hero (Inf), Bane-chant (3), Blood Boil, Heal (5), Individual, Inspiring, Pathfinder, Thunderous Charge (1)
- Heal (5)								25	
- Blood Boil (L)								30	
- Myrddin's Amulet of the Fire-heart								10	

**Guardian Champion**

**Hero (LrgInf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	6	13/16	140	Hero (LrgInf), Crushing Strength (1), Fury, Inspiring (Guardian Brutes only), Nimble, Thunderous Charge (2)

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**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.

**Blood Boil** 12" range. When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Roll to damage with Piercing(1). When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

**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.

**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.

**Myrddin's Amulet of the Fire-heart** Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.

**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.

**Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.

**Throwing** Range 12"

## **Weapons**

**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.