

Richard Miles Herd CoK 2019

<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
- Helm of Confidence							20
<b>Tribal Longhorns</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	6	3+	-	4+	12	14/16	145
Regiment(20)	6	3+	-	4+	12	14/16	145
							Base Size: (25x25mm), Crushing Strength (1), Pathfinder, Thunderous Charge (1)
							Base Size: (25x25mm), Crushing Strength (1), Pathfinder, Thunderous Charge (1)
<b>Lycans</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	9	3+	-	4+	18	15/17	245
- Brew of Strength							30
<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
Troop(5)	10	4+	-	3+	6	9/11	70
Troop(5)	10	4+	-	3+	6	9/11	70
							Height (1), Nimble, Pathfinder, Vicious
							Height (1), Nimble, Pathfinder, Vicious
							Height (1), Nimble, Pathfinder, Vicious
<b>Chimera</b>							<b>Monster</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	10	3+	-	5+	7	15/17	160
- Can have wings (gaining Fly and increasing Speed to 10)							50
<b>Great Chieftan</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	3+	-	5+	5	12/14	140
- Wings of Honeymaze							40
<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
- Bow gaining Ra 4+							10
- Blessing of the Gods							25
<b>Shaman</b>							<b>Hero (Inf)</b>

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	4+	-	4+	2	11/13	95	Hero (Cav), Bane-chant (3), Heal (5), Individual, Inspiring, Pathfinder, Thunderous Charge (1)
- Heal (5)							25	
- Mount, increase Speed to 9 and change to Hero (Cav)							15	
- Staying Stone							5	

**Flaxhoof's Chosen[1] Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	4+	16	14/16	215	Crushing Strength (1), Headstrong, Pathfinder, Regeneration (5+), Thunderous Charge (1)

**Cloven Stalkers[1] Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	35	Formation: Cloven Stalkers

2000

**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.

**Blessing of the Gods** The unit has the Elite special rule.

**Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.

**Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.

**Formation:** Formation must contain:  
**Cloven** 1x Tribal Warriors Horde  
**Stalkers** 2x Tribal Longhorns Regiments  
1x Great Chieftan  
Each unit in this formation is granted the Vanguard special rule.

**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.

**Helm of Confidence** You must always re-roll a rout result for this unit even if they are not in range of a unit with inspiring.

### **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.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Wings of Honeycomb** This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special rule and increases their speed to 10.