

Board in Brum

The Herd (Neutral)								
Tribal Warriors								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	4+	25	20/22	200	Pathfinder, Thunderous Charge (1)
- Helm of Confidence							20	
Harpies*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	3+	8	9/11	90	Base Size: (25x25mm), Fly, Pathfinder, Vicious
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	
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)
- Pipes of Terror							15	
Regiment(10)	8	3+	-	4+	16	14/16	200	Crushing Strength (1), Headstrong, Pathfinder, Thunderous Charge (1)
- Orcish Skullpole							5	
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
- Fire-Oil							5	
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
Chimera								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	7	15/17	160	Crushing Strength (2), Fly, Pathfinder, Vicious
- Can have wings (gaining Fly and increasing Speed to 10)							50	
(1)	10	3+	-	5+	7	15/17	160	Crushing Strength (2), Fly, Pathfinder, Vicious
- Can have wings (gaining Fly and increasing Speed to 10)							50	
Great Chieftan on Chariot								Hero (LrgCav)
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
- Blessing of the Gods 25

Shaman **Hero (Inf)**

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	
							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.
- Fire-Oil** Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
- 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.
- 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.

- 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.
- Pipes of Terror** The unit has the Brutal special rule.
- 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.
- 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.