



THE HERD

NEUTRAL

Longhorns

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	20	14/16	[205]
Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Herd									
Regiment(20)	6	3	-	4	2	3	20	14/16	[205]
Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Herd									

Harpies*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	8	9/11	[90]
Fly, Nimble, Pathfinder, Vicious (Melee) Keywords: Harpy									
Troop(10)	10	4	-	3	2	1	8	9/11	[90]
Fly, Nimble, Pathfinder, Vicious (Melee) Keywords: Harpy									

Guardian Brutes

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	4	3	3	30	15/17	225
Brew of Sharpness									
Crushing Strength (1), Fury, Thunderous Charge (1), Wild Charge (D3) Keywords: Beast, Herd									
									45
									[270]

Lycans

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	9	3	-	4	3	3	18	15/17	[255]
Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) Keywords: Beast, Lycanthrope									
Horde(6)	9	3	-	4	3	3	18	15/17	[255]
Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) Keywords: Beast, Lycanthrope									

Beast of Nature

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	5	1	7	15/17	150
Gain the ranged attack - Noxious Mist: 12", Att: 10, Ra: 4+, Steady Aim Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7									
									15
									40
									15
									[220]
Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									

Druid

**Hero (Inf)
Spellcaster: 1**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	10/12	[65]
Individual, Inspiring, Pathfinder Spells: Heal (2) Keywords: Verdant									

Gladewalker Druid										Hero (Cav) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	5	-	4	3	0	1	12/14	90	
Blizzard (2) [1] Mount on a Forest Steed, increasing Speed to 9 and changing to Hero (Cav - Height: 3)									20	
Individual, Inspiring, Pathfinder Spells: Heal (4), Blizzard (2) Keywords: Verdant									25	
									[135]	

Moonfang [1]										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	3	-	5	3	1	6	14/16	[210]	
Crushing Strength (2), Inspiring, Nimble, Pathfinder, Primal Savagery, Regeneration (4+), Vicious (Melee) Keywords: Beast, Lycanthrope										

Total Unit Strength: 19
 Total Core: 2000 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

Blizzard	Unique Spell: 30", Enemy - For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for damage. Modifiers: <i>Indirect, Piercing (1)</i>
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Primal Savagery	Friendly Core units that are Engaged with the same enemy unit as Moonfang have Vicious (Melee)
Regeneration (4+)	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Regeneration (5+)	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.