



## THE HERD

NEUTRAL

### 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									
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 30 [255]
Blessing of the Gods Brutal, Crushing Strength (1), Fury, Pathfinder, Thunderous Charge (1) Keywords: Beast, Herd									
Horde(6)	6	4	-	4	3	3	30	15/17	225 15 [240]
Sir Jesse's Boots of Striding Brutal, Crushing Strength (1), Fury, Pathfinder, Thunderous Charge (1) Keywords: Beast, Herd									
Horde(6)	6	4	-	4	3	3	30	15/17	225 5 [230]
Blade of Slashing Brutal, Crushing Strength (1), Fury, Pathfinder, Thunderous Charge (1) Keywords: Beast, Herd									

### Earth Elementals

### Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	4	-	6	3	2	9	-/15	[130]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound, Elemental									

### 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 40 15 [205]
Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7 Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									
1	10	3	-	5	5	1	7	15/17	150 40 15 [205]
Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7 Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									
1	10	3	-	5	5	1	7	15/17	150 40 15 [205]
Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7 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: Elemental, Verdant										
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										
Avatar of the Father [1]										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	5	1	9	17/19	[285]	
Crushing Strength (2), Fly, Fury, Nimble, Pathfinder, Thunderous Charge (1), Very Inspiring Keywords: Beast, Herd										

Total Unit Strength: 19  
Total Core: 2300 (100%)

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fly</b>	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.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Nimble</b>	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.
<b>Pathfinder</b>	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.
<b>Primal Savagery</b>	Friendly Core units that are Engaged with the same enemy unit as Moonfang have Vicious (Melee)
<b>Regeneration</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Thunderous Charge</b>	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).
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.

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**Vicious**

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