

## HERDY EFFORT



NEUTRAL



<b>Guardian Br</b>	utes								La	rge Infant	
Jnit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts	
Horde(6)		6	4	-	4	3	3	30	15/17	225	
( )	Brew of Shar	rpness					'			45	
										[270]	
	Brutal, Crushing	_	(1), Fury, I	Pathfinde	r, Thunde	erous C	Charge (1)	)			
Horde(6)	Keywords: Beas	6 6	4	-	4	3	3	30	15/17	225	
	Brew of Strei	ngth			•					40	
										[265]	
	Brutal, Crushing		(1), Fury, I	Pathfinde	r, Thunde	erous C	Charge (1)	)			
Horde(6)	Keywords: Beas	6 6	4	-	4	3	3	30	15/17	225	
iorde(o)	Brew of Hast	~			•		· ·	00	10/11	20	
										[245]	
		Brutal, Crushing Strength (1), Fury, Pathfinder, Thunderous Charge (1) Keywords: Beast, Herd									
	Reywords, bear	si, neiu							l a	rao Infant	
Lycans							-			rge Infant	
nit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts	
orde(6)	Fire Oil	9	3	-	4	3	3	18	15/17	255	
	Fire-Oil									[260]	
	Crushing Streng	ath (1), Nir	nble, Path	finder, Re	egenerati	on (5+	)			[200]	
	Keywords: Beas					•	,				
Centaur Bra	y Striders									Caval	
nit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts	
egiment(10)		8	3	-	4	3	3	12	14/16	[160]	
	Crushing Streng	th (1). Pat	thfinder, T	hunderou	is Charge	(1)					
	Keywords: Cent									Carral	
Centaur Bra	Keywords: Cent									Caval	
nit Size	Keywords: Cent	Sp	Me	Ra	De	Н	US	At	Ne	Pts	
Init Size	Keywords: Cent y Hunters	Sp 8	Me 4	5	De 3	H 3	US 2	At 12	Ne 14/16		
Init Size	Keywords: Cent y Hunters  Nimble, Pathfind	Sp 8 der, Thunc	Me 4 derous Cha	5						Pts	
nit Size	Keywords: Cent y Hunters	Sp 8 der, Thunc , Steady A	Me 4 derous Cha	5						Pts	
Init Size legiment(10)	Keywords: Cent y Hunters  Nimble, Pathfind Shortbows (18" Keywords: Cent	Sp 8 der, Thunc , Steady A	Me 4 derous Cha	5						Pts [165]	
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nit Size egiment(10)  Wild Gur Parinit Size	Keywords: Cent y Hunters  Nimble, Pathfind Shortbows (18" Keywords: Cent	Sp 8 der, Thunc , Steady A aur, Track	Me 4 derous Cha kim) ter  Me 4	5 arge (1) Ra	3 De	3 H	2 US	12 At	14/16	[165]	
nit Size egiment(10)  Wild Gur Parinit Size	Keywords: Cent y Hunters  Nimble, Pathfind Shortbows (18" Keywords: Cent nthers*	Sp 8 der, Thunc , Steady A aur, Track Sp 10 der, Viciou	Me 4 derous Cha kim) ter  Me 4	5 arge (1) Ra	3 De	3 H	2 US	12 At	14/16 Ne 9/11	Pts [165]  Caval  Pts [85]	
Centaur Bray Unit Size Regiment(10)  Wild Gur Paul Unit Size Troop(5)  Scorchwings	Nimble, Pathfind Shortbows (18" Keywords: Center Thers*  Nimble, Pathfind Shortbows (18" Keywords: Center Thers*	Sp 8 der, Thunc , Steady A aur, Track Sp 10 der, Viciou	Me 4 derous Cha kim) ter  Me 4	5 arge (1) Ra	3 De	3 H	2 US	12 At	14/16 Ne 9/11	Pts [165]  Caval  Pts	
wild Gur Participation (10)  Wild Gur Partici	Nimble, Pathfind Shortbows (18" Keywords: Center Thers*  Nimble, Pathfind Shortbows (18" Keywords: Center Thers*	Sp 8 der, Thunc , Steady A aur, Track Sp 10 der, Vicioust	Me 4 derous Cha kim) ter  Me 4	5 arge (1) Ra	3 De	3 H	2 US	12 At 6	14/16 Ne 9/11	Pts [165]  Caval  Pts [85]	
Init Size Regiment(10)  Wild Gur Pare Init Size Proop(5)  Scorchwings Init Size	Nimble, Pathfind Shortbows (18" Keywords: Center Thers*  Nimble, Pathfind Shortbows (18" Keywords: Center Thers*	Sp 8 der, Thunc , Steady A aur, Track Sp 10 der, Viciou	Me 4 derous Cha xim) cer Me 4 us (Melee)	5 arge (1) Ra -	3 De 3	3 H 2	2 US 1	12 At	14/16 Ne 9/11	Pts [165]  Caval  Pts [85]  rge Caval	
nit Size egiment(10)  Wild Gur Par nit Size roop(5)  Scorchwings nit Size	Nimble, Pathfind Shortbows (18" Keywords: Cent Meywords: Cent Meywords: Beat S*	Sp 8 der, Thunc, Steady A aur, Track Sp 10 der, Vicioust Sp 10 hfinder, Th	Me 4 derous Charles Aim) der  Me 4 us (Melee)  Me 3 nunderous	5 arge (1) Ra - Ra 4	3 De 3 De 4	3 H 2	2 US 1	At 6	14/16  Ne 9/11  La	Pts [165]  Caval Pts [85]  rge Caval	
Init Size Regiment(10)  Wild Gur Pare Init Size Proop(5)  Scorchwings Init Size	Nimble, Pathfind Shortbows (18" Keywords: Cent Meywords: Cent Meywords: Beast S*	Sp 8 der, Thunc, Steady A aur, Track Sp 10 der, Vicioust Sp 10 hfinder, Th, Steady A	Me 4 derous Charles Aim) der  Me 4 us (Melee)  Me 3 nunderous	5 arge (1) Ra - Ra 4	3 De 3 De 4	3 H 2	2 US 1	At 6	14/16  Ne 9/11  La	Pts [165]  Caval Pts [85]  rge Caval	
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Wild Gur Par Init Size Init Size Iroop(5) Scorchwings Init Size Regiment(3)	Nimble, Pathfind Shortbows (18" Keywords: Cent Mers*  Nimble, Pathfind Shortbows (2001) Nimble, Pathfind Keywords: Beast State Fly, Nimble, Pathfind Firesparks (18" Keywords: Flam Fly, Nimble, Pathfind Fly, Nimble, Pathf	Sp 8 der, Thunce, Steady A aur, Track Sp 10 der, Vicioust Sp 10 hfinder, Th, Steady A nebound 10 hfinder, Th	Me 4 derous Charim) der  Me 4 us (Melee)  Me 3 nunderous Aim)  3 nunderous	5 arge (1)  Ra -  Ra 4 Charge	3 De 3 De 4 (1)	3 H 2	US 1 US 2	12 At 6 At 7	Ne 9/11  La  Ne 11/13	Pts [165]  Caval Pts [85]  rge Caval	
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Wild Gur Pallinit Size Init Size	Nimble, Pathfind Shortbows (18" Keywords: Cent Mers*  Nimble, Pathfind Shortbows (2018) Nimble, Pathfind Keywords: Beast State Fly, Nimble, Pathfind Firesparks (18" Keywords: Flam Fly, Nimble, Pathfiresparks (18" Keywords: Flam Key	Sp 8 der, Thunce, Steady A aur, Track Sp 10 der, Vicioust Sp 10 hfinder, Th , Steady A nebound 10 hfinder, Th , Steady A	Me 4 derous Charim) der  Me 4 us (Melee)  Me 3 nunderous Aim)  3 nunderous	5 arge (1)  Ra -  Ra 4 Charge	3 De 3 De 4 (1)	3 H 2	US 1 US 2	12 At 6 At 7	Ne 9/11  La  Ne 11/13	Pts [165]  Caval  Pts [85]  rge Caval  Pts [120]	
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mit Size egiment(10)  Wild Gur Parinit Size roop(5)  Scorchwings nit Size egiment(3)  egiment(3)	Nimble, Pathfind Shortbows (18" Keywords: Cent Mers*  Nimble, Pathfind Shortbows (2018) Nimble, Pathfind Keywords: Beast State Fly, Nimble, Pathfind Firesparks (18" Keywords: Flam Fly, Nimble, Pathfiresparks (18" Keywords: Flam Key	Sp 8 der, Thunce, Steady A daur, Track Sp 10 der, Vicioust Sp 10 hfinder, Th , Steady A nebound 10 hfinder, Th , Steady A nebound Sp	Me 4 derous Charles Aim) der  Me 4 us (Melee)  Me 3 nunderous Aim)  3 nunderous Aim)  Me	5 arge (1)  Ra -  Ra 4 Charge	De 3 De 4 (1) De De	H 4	2 US 1 US 2	12 At 6 At 7	Ne 9/11  La  Ne 11/13	Pts [165]  Caval Pts [85]  rge Caval Pts [120]  [120]  Hero (Ca	
Wild Gur Parametric Size Froop(5)  Scorchwings Init Size Froop(5)  Segiment(3)	Nimble, Pathfind Shortbows (18" Keywords: Cent Mers*  Nimble, Pathfind Shortbows (2018) Nimble, Pathfind Keywords: Beast State Fly, Nimble, Pathfind Firesparks (18" Keywords: Flam Fly, Nimble, Pathfiresparks (18" Keywords: Flam Key	Sp 8 der, Thunce, Steady American Sp 10 der, Vicioust Sp 10 hfinder, The, Steady American Stea	Me 4 derous Charles Aim) der  Me 4 us (Melee)  Me 3 nunderous Aim) 3 nunderous	Sarge (1)  Ra -  Ra 4 Charge	De 3 De 4 (1) 4	H 4	2 US 1 US 2	12 At 6 At 7	Ne 9/11  La  Ne 11/13	Pts [165]  Caval  Pts [85]  rge Caval  Pts [120]  [120]	

Crushing Strength (2), Individual, Inspiring, Mighty, Pathfinder

Keywords: Centaur

Moonfang [1]	]									Hero (LrgInf)
Unit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
1		9	3	-	5	3	1	6	14/16	[210]
	Vicious (Melee) Keywords: Beas	t, Lycanth	rope						. ,	Hero (Mon)
Avatar of the	Father [1]									Helo (Moll)
Avatar of the Unit Size	Father [1]	Sp	Me	Ra	De	Н	US	At	Ne	Pts
	Father [1]	Sp 10	Ме 3	Ra -	De 5	H 5	US 1	At 9	Ne 17/19	, ,

Total Unit Strength: 24 Total Units: 12

Total Core: 2300 (100%)



## SPECIAL RULES AND SPELLS:

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Sharpness	The unit has $a + 1$ to hit modifier with Melee attacks.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brutal	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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i> ).
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.
Individual	See page 34 (page 30 in gamers edition)
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.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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 Terrian.
Primal Savagery	Friendly Core units that are Engaged with the same enemy unit as Moonfang have Vicious (Melee)
Regeneration	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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
Very Inspiring	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 scond 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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.