



Spirit Walkers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [305]	6	3+	-	3+	4	30	-/22	2	[265]
Brew of Strength									[40]
<i>Special Rules: Pathfinder, Thunderous Charge(1), Wild Charge(D3), Crushing Strength(1) Keywords: Berserker, Herd, Phantasm</i>									

Harpies* Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [90]	10	4+	-	3+	1	8	9/11	2	[90]
<i>Special Rules: Fly, Nimble, Pathfinder, Vicious(Melee) Keywords: Harpy</i>									
Troop (10) [90]	10	4+	-	3+	1	8	9/11	2	[90]
<i>Special Rules: Fly, Nimble, Pathfinder, Vicious(Melee) Keywords: Harpy</i>									

Centaur Bray Striders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [160]	8	3+	-	4+	3	12	14/16	3	[160]
<i>Special Rules: Crushing Strength(1), Pathfinder, Thunderous Charge(1) Keywords: Centaur</i>									
Regiment (10) [160]	8	3+	-	4+	3	12	14/16	3	[160]
<i>Special Rules: Crushing Strength(1), Pathfinder, Thunderous Charge(1) Keywords: Centaur</i>									
Regiment (10) [160]	8	3+	-	4+	3	12	14/16	3	[160]
<i>Special Rules: Crushing Strength(1), Pathfinder, Thunderous Charge(1) Keywords: Centaur</i>									

Wild Gur Panthers* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [85]	10	4+	-	3+	1	6	9/11	2	[85]
<i>Special Rules: Nimble, Pathfinder, Vicious(Melee) Keywords: Beast</i>									

Scorchwings* Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120]	10	3+	4+	4+	2	7	11/13	4	[120]
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>									
Regiment (3) [120]	10	3+	4+	4+	2	7	11/13	4	[120]
Firesparks (18", Steady Aim)									
<i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(1) Keywords: Flamebound</i>									

Beast of Nature Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [205]	10	3+	-	5+	1	7	15/17	5	[160]
Wings									
Increase Attacks to 7									
<i>Special Rules: Crushing Strength(2), Nimble, Pathfinder, Vicious, Fly Keywords: Beast, Verdant</i>									

Great Chieftan Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [150]	10	3+	-	4+	0	5	12/14	2	[95]
Horn of the Great Migration									
Wings of Honeymaze									
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Mighty, Pathfinder, Thunderous Charge(1), Aura(Wild Charge (+1)), Dread, Fly</i>									
<i>Keywords: Herd</i>									

Moonfang [1] Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [210]	9	3+	-	5+	1	6	14/16	3	[210]
<i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Pathfinder, Regeneration(4+), Vicious(Melee), Primal Savagery</i>									
<i>Keywords: Beast, Lycanthrope</i>									

Flaxhoof [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [160]	8	3+	-	4+	0	6	13/15	3	[160]
<i>Special Rules: Aura(Thunderous Charge (+1) - Centaur only), Crushing Strength(2), Fury, Individual, Inspiring, Mighty, Pathfinder</i>									
<i>Keywords: Centaur</i>									

Avatar of the Father [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [285]	10	3+	-	5+	1	9	17/19	5	[285]
<i>Special Rules: Crushing Strength(2), Fly, Fury, Nimble, Pathfinder, Thunderous Charge(1), Very Inspiring</i>									
<i>Keywords: Beast, Herd</i>									

**Total Units:**  
**Total Primary Core Points:**

14  
2300 (100.0%)

**Total Unit Strength:**

23

<b>Custom Rule</b>	<b>Description</b>
Primal Savagery	Friendly Core units that are Engaged with the same enemy unit as Moonfang have Vicious (Melee)

  

<b>Special Rule</b>	<b>Description</b>
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty 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. 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 in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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 Crushing Strength (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 Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

<b>Spell</b>	<b>Description</b>	<b>Special Rules</b>
--------------	--------------------	----------------------

---

Artefact	Description
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.