

# S Stones SW Clash Herd

2300 / 2300 VALID

## The Herd [2300]

Lycans Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [255]	9	3+	-	4+	3	18	15/17	3	[255]
<i>Special Rules: Crushing Strength(1), Nimble, Pathfinder, Regeneration(5+)</i> <b>Keywords:</b> Beast, Lycanthrope									
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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)</i> <b>Keywords:</b> Beast									
Troop (5) [85]	10	4+	-	3+	1	6	9/11	2	[85]
<i>Special Rules: Nimble, Pathfinder, Vicious(Melee)</i> <b>Keywords:</b> Beast									

Greater Earth Elemental Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [230]	6	4+	-	6+	1	12	-/19	6	[230]
<i>Special Rules: Brutal, Crushing Strength(3), Shambling, Strider</i> <b>Keywords:</b> Earthbound, Elemental									

Great Chieftan Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [125]	6	3+	-	5+	0	5	12/14	2	[95]
Horn of the Great Migration [15]									
Sacred Horn [15]									
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Mighty, Pathfinder, Thunderous Charge(1), Aura(Wild Charge (+1)), Dread</i> <b>Keywords:</b> Herd									

Druid Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [100]	5	5+	-	4+	0	1	10/12	2	[65]
Shroud of the Saint [25]									
Surge (4) [10]									
Heal (4) [0]									
<i>Special Rules: Individual, Inspiring, Pathfinder</i> <b>Keywords:</b> Elemental, Verdant									

Gladewalker Druid Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [115]	9	5+	-	4+	0	1	12/14	3	[90]
Forest Steed [25]									
Heal (4) [0]									
<i>Special Rules: Individual, Inspiring, Pathfinder, Nature in Balance</i> <b>Keywords:</b> Elemental, Verdant									

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> <b>Keywords:</b> Beast, Herd									

Total Units: 12      Total Unit Strength: 19  
 Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Nature in Balance	While within 6" of another friendly Core Elemental unit, this unit can reroll all to-hit rolls of a natural, unmodified 1 with Fireball, Blizzard, Heal, Hex, and Surge spells.
Ring of Harmony	Once per Turn, after casting a spell targeting a Friendly Core Elemental unit, this unit may immediately target a different Friendly Core Elemental unit with the same or a different spell
Special Rule	Description

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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread 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.
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. This includes Difficult Terrain the unit started in. 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, 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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.

Spell	Description	Special Rules
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Surge</b> Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it	

moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.

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Artefact	Description
Sacred Horn	The unit gains as additional 3 inch range to all of its Auras.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.