

Herd 2500 Battlemasters Copy

2500 / 2500 VALID



The Herd [2500]

Tribal Spears Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [90]	6	4+	-	4+	1	12	9/11	2	[90]
<i>Special Rules: Pathfinder, Phalanx, Thunderous Charge(1) Keywords: Herd</i>									

Spirit Walkers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [160]	6	3+	-	3+	3	15	-/15	2	[160]
<i>Special Rules: Pathfinder, Thunderous Charge(1), Wild Charge(D3) Keywords: Berserker, Herd, Phantasm</i>									

Hunters of the Wild Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [140]	5	3+	-	5+	3	15	14/16	2	[140]
<i>Special Rules: Pathfinder, Scout Keywords: Verdant</i>									

Guardian Brutes Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [265]	6	4+	-	4+	3	30	15/17	3	[225]
Brew of Strength									[40]
<i>Special Rules: Brutal, Crushing Strength(2), Fury, Pathfinder, Thunderous Charge(1) Keywords: Beast, Herd</i>									
Horde (6) [270]	6	3+	-	4+	3	30	15/17	3	[225]
Brew of Sharpness									[45]
<i>Special Rules: Brutal, Crushing Strength(1), Fury, Pathfinder, Thunderous Charge(1) Keywords: Beast, Herd</i>									
Horde (6) [255]	6	4+	-	4+	3	30	15/17	3	[225]
Blessing of the Gods									[30]
<i>Special Rules: Brutal, Crushing Strength(1), Fury, Pathfinder, Thunderous Charge(1), Elite Keywords: Beast, Herd</i>									

Forest Shamblers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [200]	6	4+	-	5+	3	18	-/17	3	[200]
<i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Elemental, Verdant</i>									

Earth Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [130]	5	4+	-	6+	2	9	-/15	3	[130]
<i>Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling Keywords: Earthbound, Elemental</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>									

Beast of Nature Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [205]	10	3+	-	5+	1	5	15/17	5	[160]
Noxious Mist [15]									
Wings [30]									
Noxious Mist (12", Att: 10, Ra: 4+, Steady Aim)									
<i>Special Rules: Crushing Strength(2), Nimble, Pathfinder, Vicious, Fly Keywords: Beast, Verdant</i>									

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 Keywords: Earthbound, Elemental</i>									

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

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

Total Units: 15 **Total Unit Strength:** 26
Total Primary Core Points: 2500 (100.0%)

Custom Rule	Description
Primal Savagery	Friendly Core units that are Engaged with the same enemy unit as Moonfang have Vicious (Melee)
Special Rule	Description
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent 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.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Artefact	Description	
Blessing of the Gods	The unit gains the Elite special rule.	
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.	
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.	