

Ashley Clare king of Herts 2024 herd

1995 / 1995 VALID

The Herd [1995]

Tribal Spears	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [255]	6	4+	-	4+	4	30	20/22	2	[205]
Gain Thunderous Charge (1)									
Brew of Strength									
Special Rules: Pathfinder, Phalanx, Thunderous Charge(1),Crushing Strength(1) Keywords: Herd									

Guardian Brutes	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [225]	6	4+	-	4+	3	30	15/17	3	[225]
Special Rules: Brutal, Crushing Strength(1),Fury, Pathfinder, Thunderous Charge(1) Keywords: Beast, Herd									

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

Minotaur Chariots*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [260]	7	3+	-	5+	2	15	16/18	3	[210]
The Stampede									
Blessing of the Gods									
Special Rules: Crushing Strength(1),Fury, Thunderous Charge(2),Wild Charge(D3),Strider, Pathfinder, Elite Keywords: Herd, Minotaur									

Hydra	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [150]	6	4+	-	5+	2	5*	16/18	6	[150]
Special Rules: Crushing Strength(2),Pathfinder, Regeneration(5+),Multiple Heads Keywords: Beast									

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

Tree Herder	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 Spellcaster 0 [260]	6	3+	-	6+	1	9	-/18	5	[260]
Special Rules: Crushing Strength(3),Inspiring, Pathfinder, Radiance of Life, Scout, Strider Keywords: Verdant									

[F] Tribal Trappers (The Silent Hunt)* [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [125]	6	4+	5+	3+	2	12	13/15	2	[120]
Gain Thunderous Charge (1)									
Shortbows (18")									
Special Rules: Ensnare, Pathfinder, Scout, Deadly Snares, Thunderous Charge(1) Keywords: Herd, Tracker									

[F] Tribal Trappers (The Silent Hunt)* [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [125]	6	4+	5+	3+	2	12	13/15	2	[120]
Gain Thunderous Charge (1)									
Shortbows (18")									
Special Rules: Ensnare, Pathfinder, Scout, Deadly Snares, Thunderous Charge(1) Keywords: Herd, Tracker									

[F] Softhoof, Tribal Tracker (The Silent Hunt) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [115]	6	4+	4+	4+	0	4	11/13	2	[100]
Talisman of Silence									
Shortbow (18", Piercing(1))									
Mind Fog (2)									
Special Rules: Aura(Vicious -Tracker only),Ensnare, Individual, Inspiring, Pathfinder, Scout, Stealthy, Deadly Snares Keywords: Herd, Tracker									

Total Units:
Total Primary Core Points:

11
1995 (100.0%)

Total Unit Strength:

22

Custom Rule	Description
Multiple Heads	In addition to the basic 5, the Hydra has a number of additional attacks equal to its current points of Damage.
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.
Deadly Snares	Whenever a unit from this Formation is touching Difficult Terrain and is attacked in Melee, the attacking unit(s) immediately receives D3 points of damage. No Nerve tests are required for damage caused in this way.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).
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
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering

Artefact	Description
Talisman of Silence	The unit gains the Mindfog (2) spell.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.