

## The Herd [750]

Hunters of the Wild	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [90]	5	3+	-	5+	1	12	10/12	2	[90]
<b>Special Rules:</b> Pathfinder, Scout <b>Keywords:</b> Verdant									

Lycans	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [140]	9	3+	-	4+	2	9	12/14	3	[140]
<b>Special Rules:</b> Crushing Strength(1), Nimble, Pathfinder, Regeneration(5+) <b>Keywords:</b> Beast, Lycanthrope									
Lrg Inf Regiment [140]	9	3+	-	4+	2	9	12/14	3	[140]
<b>Special Rules:</b> Crushing Strength(1), Nimble, Pathfinder, Regeneration(5+) <b>Keywords:</b> Beast, Lycanthrope									

Scorchwings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [135]	10	3+	4+	4+	2	7	12/13	4	[130]
Staying Stone [5]									
Firesparks (18", Steady Aim)									
<b>Special Rules:</b> Fly, Nimble, Pathfinder, Thunderous Charge(1) <b>Keywords:</b> Flamebound									

Druid	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [75]	5	5+	-	4+	0	1	10/12	2	[45]
Bane Chant (2) [20]									
Mindfog(2) [10]									
<b>Special Rules:</b> Individual, Inspiring, Pathfinder <b>Keywords:</b> Elemental, Verdant									

Lycan Alpha	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [170]	9	3+	-	5+	1	5	13/15	3	[165]
Blade of Slashing [5]									
<b>Special Rules:</b> Crushing Strength(2), Inspiring, Nimble, Pathfinder, Regeneration(5+) <b>Keywords:</b> Beast, Lycanthrope									

**Total Units:** 6      **Total Unit Strength:** 8  
**Total Primary Core Points:** 750 (100.0%)

Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
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.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.

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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).

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Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Mind Fog</b> 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

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Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Staying Stone	The unit gains +1 to its Wavering stat value.