

Jeff Horton

The Herd (Neutral)

Tribal Spears

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	4	-	4	2	4	30	20/22	225
Pathfinder, Phalanx, Thunderous Charge (1) Keywords: Herd									

Longhorns

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	20	14/16	205
Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Herd									
Regiment(20)	6	3	-	4	2	3	20	14/16	205
Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Herd									

Guardian Brutes

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	4	3	3	30	15/17	225
Brew of Strength Crushing Strength (1), Fury, Thunderous Charge (1), Wild Charge (D3) Keywords: Beast, Herd									

Lycans

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	9	3	-	4	3	3	18	15/17	255
Pipes of Terror Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) Keywords: Beast, Lycanthrope									
Horde(6)	9	3	-	4	3	3	18	15/17	255
Mead of Madness Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) Keywords: Beast, Lycanthrope									

Moonfang [1]

Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	3	-	5	3	1	6	14/16	210
Crushing Strength (2), Inspiring, Nimble, Pathfinder, Primal Savagery, Regeneration (4+), Vicious (Melee) Keywords: Beast, Lycanthrope									

Harpies*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	8	9/11	90
Fly, Nimble, Pathfinder, Vicious (Melee) Keywords: Harpy									

Gladewalker Druid

Hero (Cav)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	5	-	4	3	0	1	12/14	90
Shroud of the Saint Hex (3) Mount on a Forest Steed, increasing Speed to 9 and changing to Hero (Cav - Height: 3) Individual, Inspiring, Pathfinder Spells: Heal (4), Hex (3) Keywords: Verdant									

Gladewalker Druid

Hero (Inf)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	12/14	90
Blizzard (2) [1] Individual, Inspiring, Pathfinder Spells: Heal (4), Blizzard (2) Keywords: Verdant									

Blizzard	Unique Spell: 30", Enemy - For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for damage. Modifiers: <i>Indirect, Piercing (1)</i>
Brew of Strength	The unit gains the <i>Crushing Strength (+1)</i> special rule.
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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Hex	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each times it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. This spell has no effect on Spellcaster: 0 units.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Mead of Madness	The unit gains the <i>Wild Charge (+1)</i> special rule.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Primal Savagery	Friendly Core units that are Engaged with the same enemy unit as Moonfang have Vicious (Melee)
Regeneration (4+)	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.
Regeneration (5+)	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.
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 3.
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 <i>Crushing Strength</i> (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 <i>Wild Charge (2)</i> can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge (D3)</i>). 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.