

THE HERD

NEUTRAL

Hunters of the Wild

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	15	14/16	[160]
Pathfinder, Scout Keywords: Verdant									

Tribal Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	4	-	4	2	1	10	9/11	[80]
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
Custom name: Apes Staying Stone Crushing Strength (1), Fury, Thunderous Charge (1), Wild Charge (D3) Keywords: Beast, Herd									
									5
									[230]
Horde(6)	6	4	-	4	3	3	30	15/17	225
Hann's Sanguinary Scripture Crushing Strength (1), Fury, Thunderous Charge (1), Wild Charge (D3) Keywords: Beast, Herd									
									10
									[235]

Forest Shamblers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	-/17	[200]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									

Beast of Nature

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	5	1	7	15/17	150
Custom name: Griffin Gain the ranged attack - Noxious Mist: 12", Att: 10, Ra: 4+, Steady Aim Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7 Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									
									15
									40
									15
									[220]
1	10	3	-	5	5	1	7	15/17	150
Custom name: Wyvern Gain the ranged attack - Noxious Mist: 12", Att: 10, Ra: 4+, Steady Aim Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7 Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									
									15
									40
									15
									[220]

Greater Earth Elemental

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	6	6	1	12	-/19	[230]
Custom name: Elephant Brutal, Crushing Strength (3), Shambling, Strider Keywords: Earthbound									

Great Chieftan										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	2	0	5	12/14	[110]	
Crushing Strength (1), Individual, Inspiring, Mighty, Pathfinder, Thunderous Charge (1)										
Keywords: Herd										
Forest Warden										Hero (LrgInf) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	3	11/13	90 20 [110]	
Inspiring Talisman										
Crushing Strength (2), Nimble, Pathfinder, Scout										
Spells: Surge (4)										
Keywords: Verdant										
Druid										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	65 20 [85]	
Bane Chant (2)										
Individual, Inspiring, Pathfinder										
Spells: Heal (2), Bane Chant (2)										
Keywords: Verdant										

Total Unit Strength: 19
Total Core: 2000 (100%)

Total Units: 12



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> 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.
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.
Hann's Sanguinary Scripture	The unit gains the <i>Lifeleech</i> (+1) special rule.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Mighty	Individuals with the <i>Mighty</i> 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.
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.
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 <i>Scout</i> 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 <i>Scout</i> move.
Staying Stone	The unit gains +1 to its Wavering stat value.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.

Surge

Spell: 12", Friendly Shambling only - For each hit, the target 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.

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, 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.