



THE HERD

NEUTRAL

Guardian Brutes

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	4	3	2	15	12/14	[135]
Brutal, Crushing Strength (1), Fury, Pathfinder, Thunderous Charge (1) Keywords: Beast, Herd									
Regiment(3)	6	4	-	4	3	2	15	12/14	135 10 [145]
Orb of Towering Presence									
Brutal, Crushing Strength (1), Fury, Pathfinder, Thunderous Charge (1) Keywords: Beast, Herd									
Horde(6)	6	4	-	4	3	3	30	15/17	225 45 [270]
Brew of Sharpness									
Brutal, Crushing Strength (1), Fury, Pathfinder, Thunderous Charge (1) 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]
Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) Keywords: Beast, Lycanthrope									

Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	3	3	18	-/18	220 40 [260]
Brew of Strength									
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound, Elemental									

Centaur Bray Hunters

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	4	5	3	3	1	6	11/13	[105]
Nimble, Pathfinder, Thunderous Charge (1) Shortbows (18", Steady Aim) Keywords: Centaur, Tracker									
Troop(5)	8	4	5	3	3	1	6	11/13	[105]
Nimble, Pathfinder, Thunderous Charge (1) Shortbows (18", Steady Aim) Keywords: Centaur, Tracker									

Scorchwings*

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	4	4	4	2	7	11/13	[120]
Fly, Nimble, Pathfinder, Thunderous Charge (1) Firesparks (18", Steady Aim) Keywords: Flamebound									
Regiment(3)	10	3	4	4	4	2	7	11/13	[120]
Fly, Nimble, Pathfinder, Thunderous Charge (1) Firesparks (18", Steady Aim) Keywords: Flamebound									

Greater Earth Elemental

Titan

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

Great Chieftan										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	4	5	2	0	5	12/14	95	
Blade of Slashing Sabre-Toothed Hunting Cat Gain the ranged attack - Shortbow: 18", Ra: 4+ Horn of the Great Migration [1] - Gain Dread and Aura (Wild Charge (+1))									5 10 15 15	
Crushing Strength (1), Individual, Inspiring, Mighty, Pathfinder, Thunderous Charge (1), Duelist, Dread, Aura (Wild Charge (+1)) Shortbow (18", Ra: 4+) Keywords: Herd									[140]	
Gladewalker Druid										Hero (Hv Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	12/14	90	
Conjuror's Staff Surge (8)									10 30	
Individual, Inspiring, Nature in Balance, Pathfinder Spells: Heal (4), Surge (8) Keywords: Elemental, Verdant									[130]	
Avatar of the Father [1]										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	5	1	9	17/19	[285]	
Crushing Strength (2), Fly, Fury, Nimble, Pathfinder, Thunderous Charge (1), Very Inspiring Keywords: Beast, Herd										

Total Unit Strength: 21
 Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

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.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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.
Conjuror's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
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.
Individual	See page 34 (page 30 in gamers edition)
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.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nature in Balance	While within 6" of another friendly Core Elemental unit, this unit can re-roll all to-hit rolls of a natural, unmodified 1 with Fireball, Blizzard, Heal, Hex, and Surge spells.
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.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.

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.
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.
Sabre-Toothed Hunting Cat	The unit gains Duelist.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> 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.
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 <i>Fly</i> 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 <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).
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
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</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (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.