

Target  
**2300**  
 Points

# MARK MEE - HERD

Current  
**2300**  
 Points



## THE HERD

**NEUTRAL**

### 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									

### 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	140
Staying Stone									5
Pathfinder, Scout									[145]
Keywords: Verdant									

### 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
Mace of Crushing									5
Brutal, Crushing Strength (1), Fury, Pathfinder, Thunderous Charge (1)									[230]
Keywords: Beast, Herd									
Horde(6)	6	4	-	4	3	3	30	15/17	[225]
Brutal, Crushing Strength (1), Fury, Pathfinder, Thunderous Charge (1)									
Keywords: Beast, Herd									

### Forest Shamblers

**Large Infantry**

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

<b>Earth Elementals</b>								<b>Large Infantry</b>	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	4	-	6	3	2	9	-/15	[130]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound, Elemental									
<b>Scorchwings*</b>								<b>Large Cavalry</b>	
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									
<b>Beast of Nature</b>								<b>Monster</b>	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	5	5	1	5	15/17	[150]
Crushing Strength (2), Pathfinder, Vicious Keywords: Beast, Verdant									
<b>Greater Earth Elemental</b>								<b>Titan</b>	
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									
<b>Great Chieftan</b>								<b>Hero (Inf)</b>	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	2	0	5	12/14	95
Horn of the Great Migration [1] - Gain Dread and Aura (Wild Charge (+1))									
									[110]
Crushing Strength (1), Individual, Inspiring, Mighty, Pathfinder, Thunderous Charge (1), Dread, Aura (Wild Charge (+1)) Keywords: Herd									

<b>Druid</b>									<b>Hero (Inf)</b> Spellcaster: 1	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	10/12	[65]	
Individual, Inspiring, Pathfinder Spells: Heal (2) Keywords: Elemental, Verdant										
<b>Forest Warden</b>									<b>Hero (LrgInf)</b> Spellcaster: 0	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	3	11/13	[90]	
Crushing Strength (2), Nimble, Pathfinder, Scout Spells: Surge (4) Keywords: Verdant										
<b>Avatar of the Father [1]</b>									<b>Hero (Mon)</b>	
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: 25  
 Total Core: 2300 (100%)

Total Units: 15

## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.

<b>Dread</b>	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.
<b>Fly</b>	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.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Mace of Crushing</b>	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Pathfinder</b>	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.
<b>Scout</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.

<b>Surge</b>	<p>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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
<b>Thunderous Charge</b>	<p>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).</p>
<b>Very Inspiring</b>	<p>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></p> <p>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.</p>
<b>Vicious</b>	<p>Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.</p>
<b>Wild Charge</b>	<p>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.</p> <p>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.</p>