

Elemental-Verdant-Orc-Herd of Nature Final V2

2500 / 2500 VALID

1st Battalion

Chieftain	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Proper Boss] Warlord Hero (Inf)	6	3+	-	5+	2	8	16	2	[175]
Special Rules: <i>Aura(Wild Charge – Herd Trait only),Crushing Strength(2),Individual, Inspiring, Pathfinder, Thunderous Charge(1)</i>									

Druid [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Lorcan the Nudger] Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[115]
Surge (4)									[15]
Scorched Earth(2)									[20]
Special Rules: <i>Individual, Inspiring, Rallying(Elemental Trait only),Yielding Traits: Spellcaster</i>									
[Piggy wiz] Champion Hero (Cav)	9	5+	-	4+	1	1	12	3	[130]
Steed									[15]
Bane Chant (2)									[20]
Surge (4)									[15]
Special Rules: <i>Individual, Inspiring, Rallying(Elemental Trait only),Yielding Traits: Spellcaster</i>									

Tribal Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Tribe vibes] Core Inf Horde	6	4+	-	4+	4	25	24	2	[175]
Special Rules: <i>Pathfinder, Thunderous Charge(1) Traits: Herd</i>									

Longhorns	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Moarhorns] Core (Aux) Hvy Inf Troop	6	3+	-	4+	1	15	13	2	[150]
Dwarfen Ale									[10]
Special Rules: <i>Crushing Strength(1),Pathfinder, Rallying(Herd Trait only),Thunderous Charge(1),Headstrong Traits: Herd</i>									

Critters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Cheeky lil pixies] Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: <i>Fly, Height(1),Pathfinder, Vicious(Combat) Traits: Verdant</i>									
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: <i>Fly, Height(1),Pathfinder, Vicious(Combat) Traits: Verdant</i>									

Earth Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Cliff] Core Lrg Inf Regiment	5	4+	-	6+	2	14	17	3	[195]
Pipes of Terror									[15]
Special Rules: <i>Brutal(2),Crushing Strength(2),Fearless, Shambling Traits: Elemental</i>									

Water Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Rainy Dave] Core Lrg Inf Regiment	7	4+	-	5+	2	18	18	3	[220]
Staying Stone									[15]
Special Rules: <i>Crushing Strength(1),Fearless, Regeneration(5+),Shambling, Thunderous Charge(2) Traits: Elemental</i>									

Fire Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Not Firementals] Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]
Guardian Brutes - Requires Chieftain									[0]
Special Rules: <i>Crushing Strength(2),Vicious(Combat),Brutal(1),Thunderous Charge(1) Traits: Herd</i>									
Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]
Guardian Brutes - Requires Chieftain									[0]
Special Rules: <i>Crushing Strength(2),Vicious(Combat),Brutal(1),Thunderous Charge(1) Traits: Herd</i>									

Beast of Nature [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Flydra] Specialist Mon	7	3+	4+	5+	2	7	17	5	[220]
Fetid Breath									[20]
Gain Fly									[15]
Fetid Breath (12", Att: 10)									
Special Rules: <i>Crushing Strength(2),Pathfinder, Vicious(Combat),Fly, Enraged Traits: Herd</i>									

Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Fireball Range: 12" Magical Missile	Blast (D3), Shattering (1).
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Dwarfen Ale	The unit gains the Headstrong special rule.
Staying Stone	The unit gains +1 to its Nerve stat value.
Pipes of Terror	This unit gains the Brutal (+1) special rule.