



## THE HERD

NEUTRAL

### 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									
Troop(10)	10	4	-	3	2	1	8	9/11	[90]
Fly, Nimble, Pathfinder, Vicious (Melee) Keywords: Harpy									

### 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
Brew of Strength									
Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) Keywords: Beast, Lycanthrope									
									40
									[295]

### Centaur Bray Striders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	4	3	3	12	14/16	[160]
Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Centaur									
Regiment(10)	8	3	-	4	3	3	12	14/16	[160]
Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Centaur									

### Wild Gur Panthers\*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	-	3	2	1	6	9/11	[85]
Nimble, Pathfinder, Vicious (Melee) Keywords: Beast									

### Minotaur Chariots\*

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	3	-	5	3	2	15	16/18	210
Blessing of the Gods									
Upgrade to The Stampede [1] (Regiment only) - Gain Strider and Pathfinder, increase Waver/Rout by +1									
									20
									30
									[260]
Crushing Strength (1), Fury, Thunderous Charge (2), Wild Charge (D3), Strider, Pathfinder Keywords: Herd, Minotaur									
Horde(4)	7	3	-	5	3	3	20	17/19	265
Brew of Sharpness									
									45
									[310]
Crushing Strength (1), Fury, Thunderous Charge (2), Wild Charge (D3) Keywords: Herd, Minotaur									

### 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									

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	
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									15	
Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									40	
									15	
									[220]	
Great Chieftan										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	2	0	5	12/14	95	
Wings of Honeymaze Horn of the Great Migration [1] - Gain Dread and Aura (Wild Charge (+1))									40	
Crushing Strength (1), Individual, Inspiring, Mighty, Pathfinder, Thunderous Charge (1), Dread, Aura (Wild Charge (+1)) Keywords: Herd									15	
									[150]	
Great Chieftan on Minotaur Chariot										Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	3	1	5	14/16	140	
Pipes of Terror									10	
Crushing Strength (1), Fury, Inspiring, Nimble, Thunderous Charge (2), Wild Charge (D3) Keywords: Herd, Minotaur									[150]	
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										

Total Unit Strength: 22  
 Total Core: 2300 (100%)

Total Units: 13



## 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>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<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>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>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>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<b>Primal Savagery</b>	Friendly Core units that are Engaged with the same enemy unit as Moonfang have Vicious (Melee)
<b>Regeneration</b>	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.
<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>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	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.
<b>Wings of Honey maze</b>	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.