



Tribal Spears	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [255]	6	4+	-	4+	4	30	20/22	2	[205]
Gain Thunderous Charge (1)									[10]
Brew of Strength									[40]
Special Rules: Pathfinder, Phalanx, Thunderous Charge(1),Crushing Strength(1) Keywords: Herd									

Longhorns	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [125]	6	3+	-	5+	1	10	10/12	2	[120]
Thunderous Charge (1)									[5]
Special Rules: Crushing Strength(1),Pathfinder, Rallying(1 - Herd only),Thunderous Charge(1) Keywords: Herd									
Hv Inf Regiment [175]	6	3+	-	5+	3	12	14/16	2	[170]
Thunderous Charge (1)									[5]
Special Rules: Crushing Strength(1),Pathfinder, Rallying(1 - Herd only),Thunderous Charge(1) Keywords: Herd									
Hv Inf Regiment [175]	6	3+	-	5+	3	12	14/16	2	[170]
Thunderous Charge (1)									[5]
Special Rules: Crushing Strength(1),Pathfinder, Rallying(1 - Herd only),Thunderous Charge(1) Keywords: Herd									

Guardian Brutes	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [135]	6	4+	-	4+	2	15	12/14	3	[135]
Special Rules: Brutal, Crushing Strength(1),Fury, Pathfinder, Thunderous Charge(1) Keywords: Beast, Herd									
Lrg Inf Horde [270]	6	3+	-	4+	3	30	15/17	3	[225]
Brew of Sharpness									[45]
Special Rules: Brutal, Crushing Strength(1),Fury, Pathfinder, Thunderous Charge(1) Keywords: Beast, Herd									

Lycans	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [140]	9	3+	-	4+	2	9	12/14	3	[140]
Special Rules: Crushing Strength(1),Nimble, Pathfinder, Regeneration(5+) Keywords: Beast, Lycanthrope									

Forest Shamblers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [120]	6	4+	-	5+	2	9	-/14	3	[120]
Special Rules: Crushing Strength(1),Pathfinder, Scout, Shambling Keywords: Elemental, Verdant									

Beast of Nature	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [175]	7	3+	-	5+	1	7	15/17	5	[160]
Increase Attacks to 7									[15]
Special Rules: Crushing Strength(2),Nimble, Pathfinder, Vicious Keywords: Beast, Verdant									

Great Chieftan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [130]	6	3+	-	5+	0	5	12/14	2	[95]
Horn of the Great Migration									[15]
Blade of the Beast Slayer									[20]
Special Rules: Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans),Individual, Inspiring, Mighty, Pathfinder, Thunderous Charge(1),Aura(Wild Charge (+1)),Dread Keywords: Herd									

Gladewalker Druid	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [130]	5	5+	-	4+	0	1	12/14	2	[60]
Conjurer's Staff									[10]
Heal (4)									[30]
Surge (8)									[30]
Special Rules: Individual, Inspiring, Pathfinder, Nature in Balance Keywords: Elemental, Verdant									

Lycan Alpha	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [165]	9	3+	-	5+	1	5	13/15	3	[165]
Special Rules: Crushing Strength(2),Inspiring, Nimble, Pathfinder, Regeneration(5+) Keywords: Beast, Lycanthrope									

Total Units:12Total Unit Strength:22

Total Primary Core Points:1995 (100.0%)

Custom Rule	Description

Nature in Balance	While within 6" of another friendly Core Elemental unit, this unit can reroll all to-hit rolls of a natural, unmodified 1 with Fireball, Blizzard, Heal, Hex, and Surge spells.
Ring of Harmony	Once per Turn, after casting a spell targeting a Friendly Core Elemental unit, this unit may immediately target a different Friendly Core Elemental unit with the same or a different spell

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread 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.
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 Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
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 Scout 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 Scout move.
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.

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling 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.	
Artefact	Description	
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.	
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.	
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.	
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.	