

# I Herd Xirkaal (and I will answer it) 1995

1995 / 1995 VALID



## The Herd [1995]

Longhorns	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Hunters] Hv Inf Troop [125] Thunderous Charge (1) <b>Special Rules:</b> <i>Crushing Strength(1), Pathfinder, Rallying(1 - Herd only), Thunderous Charge(1)</i> <b>Keywords:</b> <i>Herd</i>	6	3+	-	5+	1	10	10/12	2	[120] [5]
[Hunters] Hv Inf Troop [125] Thunderous Charge (1) <b>Special Rules:</b> <i>Crushing Strength(1), Pathfinder, Rallying(1 - Herd only), Thunderous Charge(1)</i> <b>Keywords:</b> <i>Herd</i>	6	3+	-	5+	1	10	10/12	2	[120] [5]
[Hunters] Hv Inf Troop [125] Thunderous Charge (1) <b>Special Rules:</b> <i>Crushing Strength(1), Pathfinder, Rallying(1 - Herd only), Thunderous Charge(1)</i> <b>Keywords:</b> <i>Herd</i>	6	3+	-	5+	1	10	10/12	2	[120] [5]
[Fangs (brown)] Hv Inf Regiment [185] Thunderous Charge (1) Pipes of Terror <b>Special Rules:</b> <i>Crushing Strength(1), Pathfinder, Rallying(1 - Herd only), Thunderous Charge(1), Brutal</i> <b>Keywords:</b> <i>Herd</i>	6	3+	-	5+	3	12	14/16	2	[170] [5] [10]

Lycans	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Predators (grey)] Lrg Inf Horde [265] Blessing of the Gods <b>Special Rules:</b> <i>Crushing Strength(1), Nimble, Pathfinder, Regeneration(5+), Elite</i> <b>Keywords:</b> <i>Beast, Lycanthrope</i>	9	3+	-	4+	3	18	15/17	3	[235] [30]
[Predators (brown)] Lrg Inf Horde [265] Chant of Hate <b>Special Rules:</b> <i>Crushing Strength(1), Nimble, Pathfinder, Regeneration(5+), Vicious</i> <b>Keywords:</b> <i>Beast, Lycanthrope</i>	9	3+	-	4+	3	18	15/17	3	[235] [30]

Beast of Nature	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Worg of the Waning Moon (brown)] Mon 1 [220] Noxious Mist Wings Increase Attacks to 7 Noxious Mist (12", Att: 10, Ra: 4+, Steady Aim) <b>Special Rules:</b> <i>Crushing Strength(2), Nimble, Pathfinder, Vicious, Fly</i> <b>Keywords:</b> <i>Beast, Verdant</i>	10	3+	-	5+	1	7	15/17	5	[160] [15] [30] [15]

Lycan Alpha	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Syriak the Intrepid] Hero (Lrg Inf) 1 [190] The Boomstick Lightning Bolt (3) <b>Special Rules:</b> <i>Command, Crushing Strength(2), Inspiring, Nimble, Pathfinder, Regeneration(5+)</i> <b>Keywords:</b> <i>Beast, Lycanthrope</i>	9	3+	-	5+	1	5	13/15	3	[165] [25]

Moonfang [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Killyox, pack leaser] Hero (Lrg Inf) 1 [210] <b>Special Rules:</b> <i>Command, Crushing Strength(2), Inspiring, Nimble, Pathfinder, Regeneration(4+), Vicious(Melee), Primal Savagery</i> <b>Keywords:</b> <i>Beast, Lycanthrope</i>	9	3+	-	5+	1	6	14/16	3	[210]

Avatar of the Father [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Worg of the Waxing Moon (grey)] Hero (Mon) 1 [285] <b>Special Rules:</b> <i>Command, Crushing Strength(2), Fly, Fury, Nimble, Pathfinder, Thunderous Charge(1), Very Inspiring</i> <b>Keywords:</b> <i>Beast, Herd</i>	10	3+	-	5+	1	9	17/19	5	[285]

Total Units:

10

Total Unit Strength:

16

Total Primary Core Points:

1995 (100.0%)

Custom Rule	Description
Primal Savagery	Friendly Core units that are Engaged with the same enemy unit as Moonfang have Vicious (Melee)

Special Rule	Description
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.

Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
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.
Primal Savagery	Friendly Core units that are Engaged with the same enemy unit as Moonfang have Vicious (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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Pipes of Terror	This unit gains the Brutal special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.