

 The Herd [1995]

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

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

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

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

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

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

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.

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|-------------------|--|
| 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 6inches 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 |
|--|--|---|
| Lightning Bolt 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. | |