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The Herd (Neutral)								
Tribal Warriors								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	4+	12	13/15	120	Pathfinder, Thunderous Charge (1)
Regiment(20)	6	4+	-	4+	12	13/15	120	Pathfinder, Thunderous Charge (1)
Horde(40)	6	4+	-	4+	25	20/22	200	Pathfinder, Thunderous Charge (1)
Tribal Spears								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	4+	15	12/14	125	Pathfinder, Phalanx
Guardian Brutes								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	-	5+	12	12/15	150	Crushing Strength (1), Fury, Thunderous Charge (2)
Horde(6)	6	4+	-	5+	24	15/18	230	Crushing Strength (1), Fury, Thunderous Charge (2)
Beast Pack*								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	10	4+	-	3+	12	12/14	110	Height (1), Nimble, Pathfinder, Vicious
Regiment(10)	10	4+	-	3+	12	12/14	110	Height (1), Nimble, Pathfinder, Vicious
Tribal Chariots								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	9	3+	5+	4+	9	12/14	140	Base Size: (50x100mm), Bows (Range 24"), Thunderous Charge (2)
Brutox								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	4+	-	4+	D6 +8	16/19	220	Crushing Strength (2), Fury, Regeneration (5+), Strider, Thunderous Charge (2)
Great Chieftan								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	5	12/14	140	Hero (Inf), Crushing Strength (1), Individual, Inspiring, Pathfinder, Thunderous Charge (1)
Shaman								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	2	11/13	95	Hero (Inf), Bane-chant (3), Heal (5), Individual, Inspiring, Pathfinder, Thunderous Charge (1), Wind Blast (5)
- Heal (5)							25	
- Wind Blast (5)							30	
Guardian Champion								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	6	13/16	140	Hero (LrgInf), Crushing Strength

- Hunting Animals
- Blade of Slashing



(1), Fury, Inspiring (Guardian Brutes only), Nimble, Thunderous Charge
(2)

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Bane-chant Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.

Blade of Slashing Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.

Crushing Strength All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Fury While wavered, this unit may declare a Counter-Charge.

Heal Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.

Hunting Animals Mark a Hero that is accompanied by a Hunting Animal with an animal model. The Hero has a ranged attack with a range of 12" that can be used only once per game (remove the cat once it has been unleashed). This weapon can only be used against Heroes or Monsters, War Engines and Troops. The animal is neither brave or stupid enough to attack any body of troops larger than that. When you send the animal to seek its prey, roll 5 dice to hit, regardless of the firer's Attacks. The animal always hits on 4+, regardless of modifiers, and has the Piercing (1) rule. Then, for any point of damage caused, roll to hit and to damage again, as the animal has its way with the victims. Repeat this process again and again until you fail to score any damage, at which point the animal has been slain or has wandered off to lick the gore off its paws.

Individual

Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.

Move Individuals have the Nimble special rule.

Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

Inspiring If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

Nimble The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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 suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.

- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Strider** The unit never suffers the penalty for Hindered charges.
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Wind Blast** Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.