

Test

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)
Regiment(20)	6	4+	-	4+	12	13/15	120 Pathfinder, Thunderous Charge (1)
Tribal Longhorns							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	6	3+	-	4+	12	14/16	145 Base Size: (25x25mm), Crushing Strength (1), 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)
Beast Pack*							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(5)	10	4+	-	3+	6	9/11	70 Height (1), Nimble, Pathfinder, Vicious
Troop(5)	10	4+	-	3+	6	9/11	70 Height (1), Nimble, Pathfinder, Vicious
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)
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)
- Heal (5)							25
Tribal Totem Bearer							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	4+	-	4+	1	9/11	50 Hero (Inf), Individual, Inspiring, Pathfinder, Thunderous Charge (1)
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 (1), Fury, Inspiring (Guardian Brutes only), Nimble, Thunderous Charge (2)
- Crystal Pendant of Retribution							50

- 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.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Crystal Pendant of Retribution** When the unit is Routed, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.
- 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.
- 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.