

## The Herd

**Alignment:** Neutral

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Creatures of Nature: All units in this list have Pathfinder, unless specified otherwise.

### 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.

Type	Unit Name	Size	Sp	Me	Ra	De	At	Ne	Special Rules	Options	Points	Notes
Infantry	Tribal Warriors	Troop(10)	6	4	-	4	10	09//11	TC(1)		85	Hand weapon and Shield, strong powerful warriors
		Regiment(20)	6	4	-	4	12	13/15	TC(1)		120	
		Horde(40)	6	4	-	4	25	20/22	TC(1)		200	
Infantry	Tribal Berserkers	Troop(10)	6	4	-	3	15	-/12	TC(1)		100	Frenzied Warriors with additional hand weapons
		Regiment(20)	6	4	-	3	20	-/16	TC(1)		140	
		Horde(40)	6	4	-	3	35	-/23	TC(1)		230	
Infantry	Tribal Longhorns	Troop(10)	6	3	-	4	10	10//12	CS(1), TC(1), 25mm bases.		100	Veterans blessed armor/powerful weaponry
		Regiment(20)	6	3	-	4	12	14/16	CS(1), TC(1), 25mm bases.		145	
Infantry	Tribal Spearmen	Troop(10)	6	4	-	4	10	08//10	Phalanx		90	Spear and shield
		Regiment(20)	6	4	-	4	15	12//14	Phalanx		125	
		Horde(40)	6	4	-	4	30	19/21	Phalanx		205	
Infantry	Tribal Hunters	Troop(10)	6	5	5	3	8	08//10	Throwing Weapons, Vanguard	May swap Throwing Weapons for Bows for free.	75	Lightly armoured, bows
		Regiment(20)	6	5	5	3	10	12//14	Throwing Weapons, Vanguard	May swap Throwing Weapons for Bows for free.	105	

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Infantry	Harpies	Troop(10)	10	4	-	3	8	09//11	Fly, Vicious, Base Size 25x25mm.		90	
Large Infantry	Guardian Brutes	Regiment(3)	6	4	-	5	12	12//15	CS(1), TC(2), Fury, (This unit does not have the Pathfinder Special rule)		150	Minotaurs, Owlbears and similar
		Horde(6)	6	4	-	5	24	15/18	CS(1), TC(2), Fury, (This unit does not have the Pathfinder Special rule)		230	
Large Infantry	Lycans	Regiment(3)	9	3	-	4	9	12//14	CS(1), Nimble, Regenerate (5+)		160	Natural Werewolves and similar with Pathfinder instead of Lifeleech
		Horde(6)	9	3	-	4	18	15/17	CS(1), Nimble, Regenerate (5+)		245	
Cavalry	Centaur Braves	Troop(5)	8	3	-	4	8	11//13	CS(1), TC(1)		130	Centaur with spears
		Regiment(10)	8	3	-	4	16	14/16	CS(1), TC(1)		200	
Cavalry	Centaur Bray-Hunters	Troop(5)	8	4	5	3	6	11//13	Bows, TC(1), Nimble		105	Centaur Archers
		Regiment(10)	8	4	5	3	12	14/16	Bows, TC(1), Nimble		165	
Cavalry	Beast Pack*	Troop (5)	10	4	-	3	6	09//11	Vicious, Nimble, Height 1		70	Large Cats/Wolves/Giant Ferrets?
		Regiment(10)	10	4	-	3	12	12//14	Vicious, Nimble, Height 1		110	
Large Cavalry	Giant Eagles*	Regiment(3)	10	4	-	4	9	10//12	Fly, TC(2), Fury		130	
		Horde(6)	10	4	-	4	18	13/15	Fly, TC(2), Fury		200	
Large Cavalry	Tribal Chariots	Regiment(3)	9	3	5	4	8	11//13	Bows, TC(2), 50x100mm Base Size, (This unit does not have the Pathfinder Special rule)		140	
		Horde(6)	9	3	5	4	16	14/16	Bows, TC(2), 50x100mm Base Size, (This unit does not have the Pathfinder Special rule)		215	
Large Cavalry	Stampede*	Horde(6)	7	4	-	4	30	18/22	CS(1), TC(3), Strider		260	Rhinos, Elephants etc

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Monster	Brutox	1	8	4	-	4	1D6+8	16/19	CS(2), TC(2) Regenerate (5+), Fury, Strider, (This unit does not have the Pathfinder Special rule)		220	Humanoid Beast Giant
Monster	Chimera	1	7	3	-	5	7	15/17	CS(2), Vicious	(+50 Fly & Speed 10)	160	
War Engine	Great Battle Totem [1]	1	-	-	-	5	-	-/18	Height 4, Inspiring, Rallying (2) Advanced Deployment, Maximum 75x75mm base size (cannot be increased by "exceptional base sizes")		80	
Hero (Inf)	Tracker	1	6	4	4	4	3	10//12	Individual, Piercing(1), Bow, Vanguard, Stealthy	(Hunting Animal (+10 pts))	70	
Hero (Inf)	Tribal Chieftan	1	6	3	-	5	5	12//14	CS(1), TC(1), Individual, Inspiring	(+10 pts Bow, Gaining Ra 4+), (Hunting Animal (+10 pts))	140	
Hero (Large Cav)	Tribal Chieftan on Chariot	1	9	3	-	5	7	14/16	CS(1), TC(2), Inspiring, 50x100mm Base Size, (This unit does not have the Pathfinder Special rule)	(+15 pts Bow, Gaining Ra 4+)	190	
Hero(Cav)	Centaur Chief	1	8	3	4	4	4	11//13	Individual, Inspiring, CS(2), TC(1)	(+10 Bow)	105	
Hero(Inf)	Shaman	1	6	4	-	4	2	11//13	TC(1), Individual, Inspiring, BaneChant(3)	(Mount (9 Sp, 15 Pts), (+25 Heal(5), (+30 WindBlast(5)))	95	
Hero(Cav)	/w Mount		9	4	-	4	2	11//13	TC(1), Individual, Inspiring, BaneChant(3)		110	
Hero(Inf)	Tribal Totem Bearer	1	6	4	-	4	1	09//11	Individual, Inspiring	(Mount (9 Sp, 15 Pts) (Hunting Animal (+10 pts))	50	
Hero(Cav)	/w Mount		9	4	-	4	1	09//11	Individual, Inspiring		65	
Hero(Large Inf)	Lycan Alpha	1	9	3	-	5	7	14/16	CS(2), Inspiring (Lycans), Nimble, Regeneration (5+)		205	

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Hero(Large Inf)	Guardian Champion	1	6	3	-	5	6	13/16	CS(1), TC(2), Inspiring (Guardian Brutes Only), Nimble, Fury. This unit does not have Pathfinder		140	Minotaurs, Owlbears and similar
Hero(Mon)	Avatar[1]	1	9	3	-	5	9	-/19	CS(1), TC(3) Very Inspiring, Iron Resolve, Elite	(+25 Heal(6)), (+50 Fly & Speed 10)	270	Monstrous Hero, Giant Lion, Gigantic Eagle
	/w Wings	1	10	3	-	5	9	-/19	CS(1), TC(3) Very Inspiring, Iron Resolve, Elite		320	