The Herd (Neutral)

Lycans — Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	9	3+	-	4+	18	15/17	245	Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+)
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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

Stampede* — Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	4+	-	4+	30	18/20	260	Crushing Strength (1), Pathfinder, Strider, Thunderous Charge (3)
- Crystal Pendant of Retribution							50	

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)
(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)	9	4+	-	4+	2	11/13	95	Hero (Inf), Bane-chant (3), Individual, Inspiring, Pathfinder, Thunderous Charge (1)
- Heal (5)							25	
- Mount, increase Speed to 9 and change to Hero (Cav)							15	
- Shroud of the Saint							25	
(1)	9	4+	-	4+	2	11/13	95	Hero (Inf), Bane-chant (3), Individual, Inspiring, Pathfinder, Thunderous Charge (1)
- Mount, increase Speed to 9 and change to Hero (Cav)							15	
- Alchemist's Curse (6)							20	
- Black Iron Crown							25	

Lycan Alpha — Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	7	14/16	205	Hero (LrgInf), Crushing Strength (2), Inspiring (Lycans only), Nimble, Pathfinder, Regeneration (5+)

- Brew of Strength 30

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Alchemist's Curse (6) Please refer to the Clash of Kings 2018 book page 63

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.

Black Iron Crown This artefact can only be used by units who already possess or can be upgraded to have a spell. The unit increases all of its spell (n) value by 1. For example, Heal (2) becomes Heal (3).

Brew of Strength The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.

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 additionals -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.

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.

Regeneratio n (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.

Shroud of the Saint Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).

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 (to a minimum of zero) when Hindered.

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.