

The Herd (Neutral)

Spirit Walkers

Infantry

Tribal Longhorns

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	3+	-	4+	10	10/12	100	Base Size: (25x25mm), Crushing Strength (1), Pathfinder, Thunderous Charge (1)
Regiment(20)	6	3+	-	4+	12	14/16	145	Base Size: (25x25mm), Crushing Strength (1), Pathfinder, Thunderous Charge (1)

Harpies*

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	3+	8	9/11	90	Base Size: (25x25mm), Fly, Pathfinder, Vicious
Troop(10)	10	4+	-	3+	8	9/11	90	Base Size: (25x25mm), Fly, Pathfinder, Vicious

Guardian Brutes

Large Infantry

<u>Unit Size</u>	<u>Sp</u>	<u>Me</u>	<u>Ra</u>	<u>De</u>	<u>At</u>	<u>Ne</u>	<u>Pts</u>	<u>Abilities</u>
Horde(6)	6	4+	-	5+	24	15/18	230	Crushing Strength (1), Fury, Thunderous Charge (2)
- Brew of Haste							15	
Horde(6)	6	4+	-	5+	24	15/18	230	Crushing Strength (1), Fury, Thunderous Charge (2)
Horde(6)	6	4+	-	5+	24	15/18	230	Crushing Strength (1), Fury, Thunderous Charge (2)

Tribal Chariots

Large Cavalry

Great Totem [1]

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	-	-	-	5+	-	-/18	80	Advanced Deployment, Base Size: (Max 75x75mm), Height (4), Inspiring Pathfinder Rallying! (2)

Chimera

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	7	15/17	160	Crushing Strength (2), Pathfinder, Vicious
- Can have wings (gaining Fly and increasing Speed to 10)							50	
(1)	7	3+	-	5+	7	15/17	160	Crushing Strength (2), Pathfinder, Vicious

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

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Advanced Deployment	Units with this rule must be deployed immediately after players have chosen sides, but before any other units are deployed. If both players have one or more units with this rule then the player who chose the table side sets theirs up first. This unit may be deployed anywhere on the table, except within 3" of an objective counter or loot counter.
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 Haste	The unit has +1 Speed.
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.
Drain Life (6)	Please refer to the Clash of Kings 2018 book page 63
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
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	<p>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.</p> <p>Move Individuals have the Nimble special rule.</p> <p>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.</p> <p>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</p>

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.
Maccwar's Potion of the Caterpillar	The unit has the Pathfinder special rule.
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.
Rallying!	Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.
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).
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.