The Herd

The Herd Army
Special Rules

Alignment: Neutral

Hunting Animals
Mark a unit that is accompanied with Hunting Animals with one or more such models. The unit then counts as being equipped with a throwing weapon that can be used only once per game (remove the Hunting Animals markers once the weapon is used up). When you release the animals, roll 5 dice to hit, regardless of the firer’s Attacks. They always hit on 4+ regardless of modifiers. Then, for each point of damage caused, roll to hit and to damage again, as the surviving animals savage the unfortunate opponents. Repeat this process again and again until you fail to score any damage, at which point even the toughest of the animals have been put down or have run off to lick their wounds.

Against units with the Fly special rule, you can re-roll any dice that fail to damage...

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

Additional Special Rules
Omniscient - This units ranged attacks may be used against a target in any arc, not just its front

Unstopable - This unit cannot be disorderered.

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.

Tribal Warriors

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Tribal Longhorns

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### Tribal Spearmen

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troop (10)</td>
<td>6</td>
<td>4+</td>
<td>–</td>
<td>4+</td>
<td>10</td>
<td>9/11</td>
<td>90</td>
</tr>
<tr>
<td>Regiment (20)</td>
<td>6</td>
<td>4+</td>
<td>–</td>
<td>4+</td>
<td>15</td>
<td>13/15</td>
<td>130</td>
</tr>
<tr>
<td>Horde (40)</td>
<td>6</td>
<td>4+</td>
<td>–</td>
<td>4+</td>
<td>30</td>
<td>20/22</td>
<td>215</td>
</tr>
</tbody>
</table>

**Special**
Phalanx

**Options**
- Hunting Animals (+10 pts)

**Notes**
Spear and shield

### Tribal Hunters

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troop (10)</td>
<td>6</td>
<td>5+</td>
<td>5+</td>
<td>3+</td>
<td>8</td>
<td>9/11</td>
<td>80</td>
</tr>
<tr>
<td>Regiment (20)</td>
<td>6</td>
<td>5+</td>
<td>5+</td>
<td>3+</td>
<td>10</td>
<td>13/15</td>
<td>105</td>
</tr>
</tbody>
</table>

**Special**
Throwing Weapons, Vanguard

**Options**
- May swap Throwing Weapons for Bows for 10 points
- Hunting Animals (+10 pts)

**Notes**
Lightly armoured, bows

### Harpies

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troop (10)</td>
<td>10</td>
<td>4+</td>
<td>–</td>
<td>3+</td>
<td>8</td>
<td>9/11</td>
<td>90</td>
</tr>
</tbody>
</table>

**Special**
Fly, Vicious

**Notes**
Base Size 25x25mm

### Guardian Brutes

<table>
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<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regiment (3)</td>
<td>6</td>
<td>4+</td>
<td>–</td>
<td>4+</td>
<td>12</td>
<td>12/15</td>
<td>140</td>
</tr>
<tr>
<td>Horde (6)</td>
<td>6</td>
<td>4+</td>
<td>–</td>
<td>4+</td>
<td>24</td>
<td>15/18</td>
<td>215</td>
</tr>
</tbody>
</table>

**Special**
Crushing Strength (1), Thunderous Charge (2), Fury

**Notes**
Minotaurs, Owlbears and similar.

### Lycans

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regiment (3)</td>
<td>9</td>
<td>3+</td>
<td>–</td>
<td>5+</td>
<td>9</td>
<td>12/14</td>
<td>160</td>
</tr>
<tr>
<td>Horde (6)</td>
<td>9</td>
<td>3+</td>
<td>–</td>
<td>5+</td>
<td>18</td>
<td>15/17</td>
<td>245</td>
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</table>

**Special**
Crushing Strength (1), Nimble

**Notes**
Natural Werewolves and similar with Pathfinder instead of Lifeleech

### Centaur Braves

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troop (5)</td>
<td>8</td>
<td>3+</td>
<td>–</td>
<td>4+</td>
<td>8</td>
<td>11/13</td>
<td>120</td>
</tr>
<tr>
<td>Regiment (10)</td>
<td>8</td>
<td>3+</td>
<td>–</td>
<td>4+</td>
<td>16</td>
<td>14/16</td>
<td>185</td>
</tr>
</tbody>
</table>

**Special**
Thunderous Charge (2)

**Notes**
Centaurs with spears

### Centaur Bray-Hunters

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
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<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troop (5)</td>
<td>8</td>
<td>4+</td>
<td>5</td>
<td>3+</td>
<td>6</td>
<td>11/13</td>
<td>105</td>
</tr>
<tr>
<td>Regiment (10)</td>
<td>8</td>
<td>4+</td>
<td>5</td>
<td>3+</td>
<td>12</td>
<td>14/16</td>
<td>165</td>
</tr>
</tbody>
</table>

**Special**
Bows, Thunderous Charge (1), Nimble

**Notes**
Centaurs Archers

### Beast Pack *

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troop (5)</td>
<td>10</td>
<td>4+</td>
<td>3+</td>
<td>6</td>
<td>9/11</td>
<td>70</td>
<td></td>
</tr>
<tr>
<td>Regiment (10)</td>
<td>10</td>
<td>4+</td>
<td>3+</td>
<td>12</td>
<td>12/14</td>
<td>110</td>
<td></td>
</tr>
</tbody>
</table>

**Special**
Vicious, Nimble, Height 1

**Notes**
Large Cats/Wolves/Giant Ferrets?
### Giant Eagles*

<table>
<thead>
<tr>
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<th>Sp</th>
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<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regiment (3)</td>
<td>10</td>
<td>4+</td>
<td>–</td>
<td>4+</td>
<td>9</td>
<td>10/12</td>
<td>130</td>
</tr>
<tr>
<td>Horde (6)</td>
<td>10</td>
<td>4+</td>
<td>–</td>
<td>4+</td>
<td>18</td>
<td>13/15</td>
<td>200</td>
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**Special**
- Fly, Thunderous Charge (2), Fury

### Tribal Chariots

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<tr>
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<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regiment (3)</td>
<td>8</td>
<td>3+</td>
<td>–</td>
<td>4+</td>
<td>9</td>
<td>11/13</td>
<td>140</td>
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<tr>
<td>Horde (6)</td>
<td>8</td>
<td>3+</td>
<td>–</td>
<td>4+</td>
<td>18</td>
<td>14/16</td>
<td>215</td>
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**Special**
- Thunderous Charge (3), (This unit does not have the Pathfinder Special rule)

**Notes**
- 50x100mm Base Size

### Stampede*

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<thead>
<tr>
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<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horde (6)</td>
<td>7</td>
<td>4+</td>
<td>–</td>
<td>4+</td>
<td>30</td>
<td>18/22</td>
<td>260</td>
</tr>
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</table>

**Special**
- Thunderous Charge (4), Strider

**Notes**
- Rhinos, Elephants etc

### Brutox

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<tr>
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<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>8</td>
<td>4+</td>
<td>–</td>
<td>4+</td>
<td>1D6+8</td>
<td>16/19</td>
<td>220</td>
</tr>
</tbody>
</table>

**Special**
- Crushing Strength (2), Thunderous Charge (2), Regenerate (5+), Fury, Strider, (This unit does not have the Pathfinder Special rule)

**Notes**
- Humanoid Beast Giant

### Chimera

<table>
<thead>
<tr>
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<th>Sp</th>
<th>Me</th>
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<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>7</td>
<td>3+</td>
<td>–</td>
<td>5+</td>
<td>7</td>
<td>15/17</td>
<td>160</td>
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**Special**
- Crushing Strength (2), Vicious

**Options**
- • Fly & Speed 10 (+50 pts)

### Great Battle Totem [1]

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<tr>
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<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>5+</td>
<td>–</td>
<td>-/18</td>
<td>80</td>
</tr>
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**Special**
- Height 4, Very Inspiring, BaneChant(2), Advanced Deployment, Omniscient, Unstoppable

**Notes**
- Maximum 75x75mm base size (cannot be increased by “exceptional base sizes”)

### Tracker

<table>
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<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>6</td>
<td>4+</td>
<td>4+</td>
<td>4+</td>
<td>3</td>
<td>11/13</td>
<td>80</td>
</tr>
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**Special**
- Individual, Piercing(1), Bow, Vanguard, Stealthy

**Options**
- • May swap Bow for a Throwing Weapon for free.

### Tribal Chieftan

<table>
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<tr>
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<th>Sp</th>
<th>Me</th>
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<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>6</td>
<td>3+</td>
<td>–</td>
<td>5+</td>
<td>5</td>
<td>12/14</td>
<td>140</td>
</tr>
</tbody>
</table>

**Special**
- Thunderous Charge (1), Crushing Strength (1), Individual, Inspiring
**Tribal Chieftan on Chariot**  
**Hero (Large Cav)**

<table>
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<tr>
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<th>Ne</th>
<th>Pts</th>
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<tbody>
<tr>
<td>1</td>
<td>8</td>
<td>3+</td>
<td>5+</td>
<td>7</td>
<td>14/16</td>
<td>190</td>
<td></td>
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</tbody>
</table>

**Special**
Crushing Strength (1), Thunderous Charge (3), Inspiring, (This unit does not have the Pathfinder Special rule)

**Notes**
50x100mm Base Size

---

**Centaur Chief**  
**Hero (Cav)**

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<th>Pts</th>
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<tbody>
<tr>
<td>1</td>
<td>8</td>
<td>3+</td>
<td>4+</td>
<td>4</td>
<td>11/13</td>
<td>105</td>
<td></td>
</tr>
</tbody>
</table>

**Special**
Crushing Strength (2), Thunderous Charge (1), Individual, Inspiring.

**Options**
• Take a Bow and gain Ra4+ (+10 pts)

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**Shaman**  
**Hero (Inf)**

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<tr>
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<td>4+</td>
<td>3</td>
<td>12/14</td>
<td>115</td>
<td></td>
</tr>
</tbody>
</table>

**Special**
Thunderous Charge (1), Individual, Inspiring, BaneChant (3)

**Options**
• Heal (5) (+25 pts)
• WindBlast (5) (+30 pts)

---

**Lycan Alpha**  
**Hero (Large Inf)**

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>9</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>13/15</td>
<td>145</td>
<td></td>
</tr>
</tbody>
</table>

**Special**
Crushing Strength (2), Inspiring (Lycans Only), Nimble

---

**Guardian Champion**  
**Hero (Large Inf)**

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>6</td>
<td>3+</td>
<td>5+</td>
<td>6</td>
<td>13/16</td>
<td>150</td>
<td></td>
</tr>
</tbody>
</table>

**Special**
Crushing Strength (1), Thunderous Charge (2), Inspiring (Guardian Brutes Only), Nimble, Fury

**Notes**
Minotaurs, Owlbears and similar

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**Avatar[1]**  
**Hero (Mon)**

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>9</td>
<td>3+</td>
<td>5+</td>
<td>9</td>
<td>-19</td>
<td>270</td>
<td></td>
</tr>
</tbody>
</table>

**Special**
Crushing Strength (1), Thunderous Charge (3), Very Inspiring, Iron Resolve, Elite

**Options**
• Heal (6) (+25 pts)
• Fly & Speed 10 (+50 pts)

**Notes**
Monstrous Hero, Giant Lion, Gigantic Eagle

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**Tribal Totem Bearer**  
**Hero (Inf)**

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>Sp</th>
<th>Me</th>
<th>Ra</th>
<th>De</th>
<th>Att</th>
<th>Ne</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>6</td>
<td>4+</td>
<td>4+</td>
<td>1</td>
<td>9/11</td>
<td>50</td>
<td></td>
</tr>
</tbody>
</table>

**Special**
Individual, Inspiring

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**Starter Force Lists**
If you wish to keep up to date with The Herd list as the beta-testing phase progresses, you can do so here.

[www.manticgames.com](http://www.manticgames.com)

If you wish to contribute feedback and battle reports to help balance the list, please do so here.