

| The Herd (Neutral) | | | | | | | | |
|---------------------------|----|----|----|----|-------|-------|------|--|
| Tribal Spears | | | | | | | | Infantry |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Regiment(20) | 6 | 4+ | - | 4+ | 15 | 12/14 | 125 | Pathfinder, Phalanx |
| 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 |
| - Mace of Crushing | | | | | | | 5 | |
| 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) |
| Lycans | | | | | | | | Large Infantry |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Regiment(3) | 9 | 3+ | - | 4+ | 9 | 12/14 | 160 | Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) |
| - Fire-Oil | | | | | | | 5 | |
| Regiment(3) | 9 | 3+ | - | 4+ | 9 | 12/14 | 160 | Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) |
| - Blade of Slashing | | | | | | | 5 | |
| 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 |
| Giant Eagles* | | | | | | | | Large Cavalry |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Regiment(3) | 10 | 4+ | - | 4+ | 9 | 10/12 | 130 | Fly, Fury, Pathfinder, Thunderous Charge (2) |
| Stampede* | | | | | | | | Large Cavalry |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Horde(6) | 7 | 4+ | - | 4+ | 30 | 18/22 | 260 | Crushing Strength (1), Pathfinder, Strider, Thunderous Charge (3) |
| 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), Individual, Inspiring, Pathfinder, Thunderous Charge (1) |
| - Heal (5) | | | | | | | 25 | |
| | | | | | | | 1500 | |

- 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, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength
- Blade of Slashing** Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fire-Oil** Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
- 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.
- 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 (including against Individual War Engines). 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
- 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.
- Mace of Crushing** Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
- 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.
- 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 or during Hindered charges.

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