610 pts (31.00 %)	320 pts (16.00 %)	80 pts (4.00 %)	80 pts (4.00 %)	490 pts (25.00 %)
Characters	**Core**	**Special**	**Ambush Predators**	**Terrors of the Wild**
(40 Max)	(20 Least)	(0 NoLimit)	(60 Max)	(40 Max)

Characters

BEAST LORD #1
Beast Lord - *Standard - Infantry - 25x25*

370 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	9		**Pack Tactics, Strider**

Defensive	HP	Def	Res	Arm	
	3	6	5	0	**Light Armour**

Offensive	Att	Off	Str	Ap	Agi	
Beast Lord	4	6	5	2	5	**Primal Instinct, Hand Weapon**

Options	Heavy Armour • Beast Axe • Death Cheater • Fatal Folly

BEAST CHIEFTAIN #1
Beast Chieftain - *Standard - Infantry - 25x25*

240 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	8		**Pack Tactics, Strider**

Defensive	HP	Def	Res	Arm	
	3	5	5	0	**Light Armour**

Offensive	Att	Off	Str	Ap	Agi	
Beast Chieftain	3	5	4	1	4	**Primal Instinct, Hand Weapon**

Options	Battle Standard Bearer • Great Weapon • Destiny's Call

Core

WILDHORN HERD #1
Wildhorn Herd **x35** - *Standard - Infantry - 25x25*

320 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	7		**Pack Tactics, Strider, Scoring**

Defensive	HP	Def	Res	Arm	
	1	4	4	0	

Offensive	Att	Off	Str	Ap	Agi	
Wildhorn	1	4	3	0	3	**Primal Instinct**

Options	Champion • Musician • Standard Bearer • Shield

Special

Feral Hounds #1
Feral Hounds **x5** - *Standard - Beast - 25x50*

80 POINTS

Global	Adv	Mar	Dis	Model Rules
	8"	16"	5	**Strider, Vanguard, Ambush, Insignificant**

Defensive	HP	Def	Res	Arm	
	1	4	3	0	

Offensive	Att	Off	Str	Ap	Agi
Feral Hound	1	4	3	0	3

Terrors of the Wild

Gortach #1
Gortach - *Gigantic - Infantry - 50x100*

490 POINTS

Global	Adv	Mar	Dis	Model Rules
	7"	14"	9	**Strider, Fearless, Frenzy, Stubborn**

Defensive	HP	Def	Res	Arm	
	6	3	6	0	

Offensive	Att	Off	Str	Ap	Agi	
Gortach	6	4	6	3	3	**Primal Instinct, Lethal Strike, Battle Focus, Impact Hits (D3, D3), Strength from Flesh**

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
		*Echoes of the Dark Forest*		
Mf	4+ [8+]	18" [36"]	Augment	Last one Turn
The target gains Fear, Fearless, and Terror. Enemy units in base contact with the target suffer -1 Discipline.				

Magic items

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Fatal Folly: Attacks made with this weapon become **Magical Attacks**. For each CloseCombat Attack against the wielder's model that rolls a natural to-hit roll of '1', the wielder **must** perform aClose Combat Attack at the same Initiative Step (this overrides the normal restriction that Beast Axe attacks alwaysstrike at Initiative Step 0). This **must** be allocated towards the model (or Health Pool) that rolled the '1' to hit.

Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

Model Rules

Ambush:

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:
- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is anyother Discipline Test, the unit suffers -2Discipline.
At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand

Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.
If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Insignificant:

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

Light Armour: Armor +1

Pack Tactics: Units fully composed of models with Pack Tactics gain Swiftstride for the Charge Range roll if they are Located in the Charged unit's Flank or Rear Facing when rolling their Charge Range in the Charge Phase.

Primal Instinct: Attack Attribute – Close Combat
At the start of each Round of Combat, each unit with one or more model parts with this Attack Attribute must take a Discipline Test.
If the test is passed, all model parts with Primal Instinct in the unit must reroll failed to-hit rolls during this Round of Combat.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:
Scoring can be lost during the game:
- A unit that is Fleeing loses Scoring for as long as it if Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Strength from Flesh: Attack Attribute – Close Combat.
Whenever a Gortach inflicts an unsaved wound with Lethal Strike (rolling a natural '6' to wound with a Close Combat Attack with Lethal Strike), the attack gains Multiple Wounds (D3), and the Gortach Recovers 1 Health Point at the end of the Initiative Step (unless the Gortach was removed as a casualty in this Initiative Step).
No more than 1 Health Point may be Recovered by each Gortach per phase in this manner.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.
If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.
Sometimes Strider is linked to a specific type of Terrain, stated in brackets.
In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Gortach #1

Feral Hounds #1

Beast Lord #1

Beast Chieftain #1

Wildhorn Herd #1