



BEAST HERDS

ASTADOS - 3 296 POINTS



0 pts (0.00 %) 600 pts (18.00 %) 450 pts (14.00 %) 1211 pts (37.00 %) 1035 pts (31.00 %) 0 pts (0.00 %)

Heroes **Rare** **Lords** **Special** **Core** **Mount**
 (50 Max) (25 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

Lords



BEAST LORD #1

Beast Lord - Standard - Infantry - 20x20

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Beast Lord	5	6	4	5	5	3	5	4	9	Infantry
Model Rules	Strider (Forest) • Primal Instinct • Pack Tactics • Light Armour									



MINOTAUR WARLORD #1

Minotaur Warlord - Standard - Infantry - 20x20

310 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Minotaur Warlord	6	6	4	6	5	5	5	5	8	Monstrous Infantry
Model Rules	Lord of Bulls • Frenzy • Strider (Forest) • Impact Hits (D3) • Primal Instinct • Light Armour									

Options

Shield • Blessed Sword • Armour of Destiny

Core



MONGREL RAIDERS #1

Mongrel Raiders x5 - Standard - Infantry - 20x20

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mongrel	5	3	3	3	3	1	3	1	6	Infantry
Model Rules	Strider (Forest) • Skirmisher • Primal Instinct • Pack Tactics • Short Bow									



MONGREL RAIDERS #2

Mongrel Raiders x5 - Standard - Infantry - 20x20

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mongrel	5	3	3	3	3	1	3	1	6	Infantry
Model Rules	Strider (Forest) • Skirmisher • Primal Instinct • Pack Tactics • Short Bow									



MONGREL RAIDERS #3

Mongrel Raiders x5 - Standard - Infantry - 20x20

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mongrel	5	3	3	3	3	1	3	1	6	Infantry
Model Rules	Strider (Forest) • Skirmisher • Primal Instinct • Pack Tactics • Short Bow									



MONGREL RAIDERS #4
Mongrel Raiders x5 - Standard - Infantry - 20x20

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mongrel	5	3	3	3	3	1	3	1	6	Infantry
Model Rules	Strider (Forest) • Skirmisher • Primal Instinct • Pack Tactics • Short Bow									



RAIDING CHARIOT #1
Raiding Chariot - Standard - Infantry - 20x20

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Wildhorn Crew (1)	-	4	3	3	-	-	3	1	7	
Longhorn Crew (1)	-	4	3	4	-	-	3	1	8	
War Hog (2)	7	3	-	4	-	-	2	1	3	
Model Rules	Strider (Forest) • Light Troops • Light Armour • Mount's Protection (5+)									
Model Rules (Wildhorn Crew (1))	Primal Instinct • Light Lance									
Model Rules (Longhorn Crew (1))	Primal Instinct • Great Weapon									



WILDHORN HERD #1
Wildhorn Herd x50 - Standard - Infantry - 20x20

805 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wildhorn	5	4	3	3	4	1	3	1	7	Infantry
Champion	5	5	4	3	4	1	3	2	7	
Model Rules	Strider (Forest) • Primal Instinct • Pack Tactics									

Options | Shields • Champion • Musician • Standard Bearer • Banner of Discipline

Special



LONGHORN HERD #1
Longhorn Herd x30 - Standard - Infantry - 20x20

1 211 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Longhorn	5	4	3	4	4	1	3	1	8	Infantry
Champion	5	4	3	4	4	1	3	1	8	
Model Rules	Bodyguard (Beast Lord) • Strider (Forest) • Primal Instinct • Pack Tactics • Halberd • Heavy Armour									

Options | May replace Halberd with Great Weapon • Champion • Upgrade to Totem Bearer • Clouded Eye Totem • Musician • Standard Bearer • Holy Icon

Rare



CYCLOPS #1
Cyclops - Standard - Infantry - 20x20

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cyclop	7	2	3	6	5	6	3	5	8	Monster
Model Rules	Hurl Attack • Immune to Psychology • Strider (Forest) • Divine Attacks • Magic Resistance (3) • Ward Save (5+)									



GORTACH #1
Gortach - Standard - Infantry - 20x20

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gortach	7	4	-	6	6	6	3	6	9	Monster
Model Rules	Strength From Flesh • Locked Horns • Lethal Strike • Frenzy • Stubborn • Strider (Forest) • Impact Hits (D3) • Primal Instinct									



GORTACH #2
Gortach - Standard - Infantry - 20x20

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gortach	7	4	-	6	6	6	3	6	9	Monster
Model Rules	Strength From Flesh • Locked Horns • Lethal Strike • Frenzy • Stubborn • Strider (Forest) • Impact Hits (D3) • Primal Instinct									

Magics

Magic items

Armour of Destiny:

Blessed Sword:

Magic banners

Holy Icon:

Banner of Discipline:

Model Rules

Bodyguard (Beast Lord):

Divine Attacks:

Frenzy:

Great Weapon:

Halberd:

Heavy Armour:

Hurl Attack:

Immune to Psychology:

Impact Hits (D3):

Lethal Strike:

Light Armour:

Light Lance:

Light Troops:

Locked Horns:

Lord of Bulls:

Magic Resistance (3):

Mount's Protection (5+):

Pack Tactics:

Primal Instinct:

Short Bow:

Skirmisher:

Strength From Flesh:

Strider (Forest):

Stubborn:

Ward Save (5+):

Qr codes of your army

You 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.

Beast Lord #1	Cyclops #1	Gortach #1	Gortach #2	Longhorn Herd #1	Minotaur Warlord #1	Mongrel Raiders #1	Mongrel Raiders #2	Mongrel Raiders #3	Mongrel Raiders #4	Raiding Chariot #1	Wildhorn Herd #1
											