



BEAST HERDS

AMBUSH - 3 997 POINTS



1065 pts (27.00 %) **Characters** (40 Max)
 1117 pts (28.00 %) **Core** (20 Least)
 1165 pts (29.00 %) **Special** (0 NoLimit)
 160 pts (4.00 %) **Ambush Predators** (60 Max)
 650 pts (16.00 %) **Terrors of the Wild** (40 Max)

Characters



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

210 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

Options	Hunting Call
----------------	--------------



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

285 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

Options	Battle Standard Bearer • Beast Axe • Aaghor's Affliction
----------------	--



SOOTHSAYER #1
 Soothsayer - Standard - Infantry - 25x25

570 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Pack Tactics, Blood Offering, Wizard Apprentice, Strider	
Defensive	HP	Def	Res	Arm	
	3	4	5	0	
Offensive	Att	Off	Str	Ap	Agi
Soothsayer	1	4	3	0	3

Options	Wizard Master • Light Armour • Seed of the Dark Forest • Ancestral Carvings • Trickster's Cunning
----------------	---

Core




WILDHORN HERD #3
 Wildhorn Herd x15 - Standard - Infantry - 25x25

150 POINTS



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


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wildhorn	1	4	3	0	3 Primal Instinct



WILDHORN HERD #1


Wildhorn Herd x37 - Standard - Infantry - 25x25

384 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Pack Tactics, Strider, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wildhorn	1	4	3	0	3 Primal Instinct


Options	Champion • Musician • Standard Bearer • Totem Bearer • Flaming Standard
----------------	---



WILDHORN HERD #2


Wildhorn Herd x36 - Standard - Infantry - 25x25

438 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Pack Tactics, Strider, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wildhorn	1	4	3	0	3 Primal Instinct


Options	Paired Weapons • Champion • Musician • Standard Bearer • Totem Bearer • Banner of the Wild Herd
----------------	---



MONGREL HERD #1


Mongrel Herd x20 - Standard - Infantry - 20x20

145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Pack Tactics, Strider, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Mongrel	1	3	3	0	3 Primal Instinct


Special



FERAL HOUNDS #1

Feral Hounds x5 - Standard - Beast - 25x50

80 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	5	Strider, Vanguard, Ambush, Insignificant	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Feral Hound	1	4	3	0	3



FERAL HOUNDS #2

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	



CENTAURS #1

Centaur x5 - Standard - Cavalry - 25x50

190 POINTS



Global	Adv	Mar	Dis			Model Rules
	8"	16"	7			Drunkard, Strider, Scoring
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Centaur	2	4	4	1	3	Primal Instinct

Options	Throwing Weapons (5+)
----------------	-----------------------



CENTAURS #2

Centaur x5 - Standard - Cavalry - 25x50

190 POINTS



Global	Adv	Mar	Dis			Model Rules
	8"	16"	7			Drunkard, Strider, Scoring
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Centaur	2	4	4	1	3	Primal Instinct

Options	Throwing Weapons (5+)
----------------	-----------------------



RAIDING CHARIOT #1

Raiding Chariots - Large - Construct - 50x100

115 POINTS



Global	Adv	Mar	Dis			Model Rules
	7"	7"	8			Strider, Light Troops, Swiftstride
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
War Hog (2)	1	3	4	1	2	Harnessed
Chassis			5	2	Inanimate, Impact Hits (D6, D6)	



RAIDING CHARIOT #2

Raiding Chariots - Large - Construct - 50x100

115 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Strider, Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
War Hog (2)	1	3	4	1	2	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6, D6)



RAIDING CHARIOT #3

Raiding Chariots - Large - Construct - 50x100

115 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Strider, Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
War Hog (2)	1	3	4	1	2	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6, D6)



GARGOYLES #1

Gargoyles x5 - Standard - Infantry - 20x20

140 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Strider, Light Troops, Skirmisher, Swiftstride, Fly (9", 18", 9", 18")		
	9"	18"				
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Gargoyle	2	4	3	0	3	Primal Instinct, Devastating Charge



GARGOYLES #2

Gargoyles x5 - Standard - Infantry - 20x20

140 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Strider, Light Troops, Skirmisher, Swiftstride, Fly (9", 18", 9", 18")		
	9"	18"				
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Gargoyle	2	4	3	0	3	Primal Instinct, Devastating Charge

Terrors of the Wild



CYCLOPS #1
Cyclops - Gigantic - Infantry - 50x100

330 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Strider, Fearless	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	5	0	Aegis (5+), Magic Resistance (3, 3)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Cyclops	5	2	6	3	3
Divine Attacks, Hurl Attack (4+, 4+)					



BEAST GIANT #2
Beast Giant - Gigantic - Infantry - 50x75

320 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant Do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Beast Giant	5	3	5	2	3
Rage					

Options	Beer Barrel
----------------	-------------

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Echoes of the Dark Forest				
<i>Mf</i>	4+ [8+]	18" [36"]	Translation missing: en.magic_spell.type_target.Augment	One Turn
<i>The target gains Fear, Fearless, and Terror. Enemy units in base contact with the target suffer -1 Discipline.</i>				

Magic items

Aaghor's Affliction: The wearer gains +1 Resilience and **Fortitude (4+)**, but automatically fails all of its Armour Saves.

Ancestral Carvings: Attacks made with this weapon gain +2 Strength and +2 Armour Penetration, and become **Magical Attacks**. The wielder gains +2 Attack Value and **Distracting** while using this weapon.

Seed of the Dark Forest: One use only. Right before the battle (during step 7 of the Deployment Phase Sequence), the bearer **must** place a single Forest Terrain Feature that **must** be no larger than 10" in length and 6" in width on the Battlefield, not in contact with any other Terrain Feature except Open Terrain, more than 1" away from all enemy units, and with its centre within 12" of the bearer. All friendly models inside this Forest Terrain Feature gain a +1 Casting Modifier for Augment, Hex, and Universal spells, and add (+1/+1) to the Power Level of Totem Bound Spells they cast. A natural roll of '1' or '2' for Casting Attempts with a single Magic Dice from friendly models is **always** a failed Casting Attempt, regardless of any modifiers.

Trickster's Cunning: Successful to-wound rolls against the wearer's model **must** be rerolled.

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Banner of the Wild Herd: One use only. A single Banner of the Wild Herd per unit may be activated at the start of each Round of Combat. For the duration of this Round of Combat, all Mongrels and Wildhorns in the bearer's unit gain +1 Strength and +1 Armour Penetration.

Model Rules

Aegis:

Ambush:

Blood Offering: Universal Rule.

A unit that includes at least one Character with Blood Offering may reroll failed Panic Tests at the cost of inflicting one wound with no saves of any kind allowed to a Character with Blood Offering in the unit.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

Drunkard: The unit may gain one of two different sets of effects depending on whether it shows up Sober or Drunk on the Battlefield. At step 8 of the Pre-Game Sequence (after Spell Selection) the player must choose whether a Drunkard unit is Sober or Drunk. Drunk Characters cannot join units containing any Sober models and vice versa (models without Drunkard are considered neither Drunk nor Sober).

Sober

The model gains Light Troops and Vanguard. A unit that has been Sober once loses Scoring for the rest of the game. If playing Capture the Flags, Scoring is not lost.

Drunk

The model gains Devastating Charge (+1 Str, +1 AP) and Fearless. Drunk units cannot Ambush.

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.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Giant See, Giant Do: Universal Rule.

The model gains Drunkard and Strider (Forest).

At the end of a friendly Movement Phase, if the model is in contact with a Forest Terrain Feature it may lose its current Weapon (if applicable) and gain Uprooted Tree.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Hurl Attack: Artillery Weapon.

Catapult (4x4). Range 6–36", Shots 1, Str 3 [7], AP 0 [4], Divine Attacks, Magical Attacks, [Multiple Wounds (D3, Clipped Wings)].

A Cyclops that only Pivots (and moves no further) during its owner's Movement Phase ignores the to-hit modifier from Moving and Shooting in the next Shooting Phase

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.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

Insignificant:

Light Armour: Armor +1

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Magic Resistance:

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.

Rage: Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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 is 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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

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.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

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.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

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	Beast Chieftain #1	Soothsayer #1	Widhorn Herd #1	Widhorn Herd #2	Widhorn Herd #3	Mongrel Herd #1	Feral Hounds #1	Feral Hounds #2	Centaur #1	Centaur #2	Raiding Chariot #1	Raiding Chariot #2	Raiding Chariot #3	Gargoyle #1	Gargoyle #2	Sclops #1	Beast Giant #1