



BEAST HERDS

VS GOBLINS - 4 662 POINTS



377 pts (8.00 %) 200 pts (4.00 %) 430 pts (9.00 %) 2115 pts (45.00 %) 1540 pts (33.00 %) 0 pts (0.00 %)

Heroes **Rare** **Lords** **Special** **Core** **Mount**

(50 Max) (25 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

Lords



KHAN-GOR

Beast Lord - Standard - Infantry - 20x20

150 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									

Options	Paired Weapons • May take Hunting Call
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CHAOS-GOR

Gnarled Soothsayer - Standard - Infantry - 20x20

280 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnarled Soothsayer	5	5	4	4	5	3	4	2	8	Infantry
Model Rules	Blood Offering • Pack Tactics • Strider (Forest) • Primal Instinct									

Options	Level 4 (Wizard Master) • Soothsayer Staff • Dark Rain • Dispel Scroll
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Magic	Level 3 Wizard Master . Generates spells from the Path of Wilderness, Death, Shadows, or Nature
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Heroes



BEAST CHIEFTAIN - BSB

Beast Chieftain - BSB - Standard - Infantry - 20x20

117 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Beast Chieftain	5	5	4	4	5	2	4	3	8	Infantry
Model Rules	Strider (Forest) • Primal Instinct • Pack Tactics • Light Armour									

Options	Heavy Armour • Banner of the Wild Herd
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DRINK-MASTER

Centaur Chieftain - Standard - Infantry - 20x20

125 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Centaur Chieftain	8	5	4	5	5	2	4	4	8	War Beast
Model Rules	Drunkard • Half Horse • Hoof Father • Strider (Forest) • Primal Instinct • Light Armour									

Options	May take Ambush • Shield • May take Throwing Weapons • Lance
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KINGBEAST
Minotaur Chieftain - Standard - Infantry - 20x20

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Minotaur Chieftain	6	5	4	5	5	4	4	4	7	Monstrous Infantry
Model Rules	Frenzy • Strider (Forest) • Impact Hits (1) • Primal Instinct • Light Armour									

Options	Paired Weapons
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Core



PERROS
Feral Hounds x10 - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Hound	7	4	-	3	3	1	3	1	5	War Beast
Model Rules	Vanguard • Ambush • Insignificant • Strider (Forest)									



KHAN-RAID
Raider Chariot x2 - Standard - Infantry - 20x20

140 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									



TRIBU DE LAS SOMBRAS
Wildhorn Herd x20 - Standard - Infantry - 20x20

640 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	Paired Weapons • May take Throwing Weapons • Champion • Upgrade to Totem Bearer • Blooded Horn Totem • Musician • Standard Bearer • May Ambush (max 25 models)
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TRIBU DE KHAN
Wildhorn Herd x30 - Standard - Infantry - 20x20

700 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 • May take Throwing Weapons • Champion • Upgrade to Totem Bearer • Clouded Eye Totem • Musician • Standard Bearer
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Special



DRINK-GORS
Centaur x5 - Standard - Infantry - 20x20

450 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Centaur	8	4	3	4	4	1	3	2	7	War Beast
Champion	8	5	4	4	4	1	3	3	7	
Model Rules	Strider (Forest) • Primal Instinct • Drunkard • Half Horse • Light Armour • Shield									

Options	Champion • May Ambush (max 8 models) • May take Throwing Weapons • Musician • Standard Bearer • Lance
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GUARDAESPALDAS DE KHAN-GOR
Longhorn Herd x30 - Standard - Infantry - 20x20

1 180 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	Champion • Upgrade to Totem Bearer • Musician • Standard Bearer
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LOS BESTIAS
Minotaurs x5 - Standard - Infantry - 20x20

485 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Minotaur	6	4	3	5	4	3	3	3	7	Monstrous Infantry
Champion	6	5	4	5	4	3	3	4	7	
Model Rules	Frenzy • Strider (Forest) • Impact Hits (1) • Primal Instinct • Light Armour									

Options	Champion • Paired Weapons
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Rare



LA MAS BESTIA
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

Dark Rain:

Dispel Scroll:

Magic banners

Banner of the Wild Herd:

Model Rules

Ambush:

Blood Offering:

Bodyguard (Beast Lord):

Drunkard:

Frenzy:

Great Weapon:

Halberd:

Half Horse:

Heavy Armour:

Hoof Father:

Impact Hits (1):

Impact Hits (D3):

Insignificant:

Lethal Strike:

Light Armour:

Light Lance:

Light Troops:

Locked Horns:

Mount's Protection (5+):

Pack Tactics:

Primal Instinct:

Shield:

Strength From Flesh:

Strider (Forest):

Stubborn:

Vanguard:

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.

