



# BEAST HERDS

## BESTS - 1 945 POINTS



1130 pts (25.00 %)   **325 pts (7.00 %)**   490 pts (11.00 %)   0 pts (0.00 %)   575 pts (13.00 %)  
**Characters**   **Core**   **Special**   **Terrors of the Wild**   **Ambush Predators**  
 (40 Max)   (20 Least)   (0 NoLimit)   (40 Max)   (60 Max)

### Characters



#### SEIGNEUR BESTIAL #1


Beast Lord - Standard - Infantry - 25x25

## 435 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Strider, Pack Tactics		
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Beast Lord</b>	4	6	5	2	5	Primal Instinct, Hand Weapon


**Options** | General • Shield • Heavy Armour • Great Weapon • Hunting Call • Pillager Icon • Death Cheater • Hero's Heart



#### SEIGNEUR MINOTAURE #1

Minotaur Warlord - Large - Infantry - 40x40

## 695 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	Fearless, Frenzy, Strider		
Defensive	HP	Def	Res	Arm		
	5	5	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Minotaur Warlord</b>	5	6	6	3	5	Battle Focus, Impact Hits, Primal Instinct, Hand Weapon

**Options** | Heavy Armour • Beast Axe • Potion of Strength • Aaghor's Affliction • Blessed Inscriptions • Supernatural Dexterity

### Core



#### HARDE DE FIERES-CORNES #1

Wildhorn Herd x20 - Standard - Infantry - 25x25

## 325 POINTS



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

**Options** | Paired Weapons • Champion • Musician • Standard Bearer • Ambush • Totem Bearer • Black Wing Totem • Banner of the Wild Herd

### Special



## CHARS MARAUDEURS #1

Raiding Chariots x2 - Large - Construct - 50x100

210 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Light Troops, Strider, 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		Impact Hits, Inanimate



## CENTAURES #1

Centaur x5 - Standard - Cavalry - 25x50

280 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Scoring, Strider, Drunkard		
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

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer • Totem Bearer (one choice only) • Ambush • Blooded Horn Totem • Banner of Speed
----------------	---

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Echoes of the Dark Forest</b>				
Mf	(18") (36")	(4+) (8+)	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

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

**Hero's Heart:** The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

**Pillager Icon:** All friendly units within 12" of the bearer comprised entirely of Razortusks or single model Chariots, excluding Characters, gain **Vanguard**.

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

**Blessed Inscriptions:** Attacks made with this weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

**Potion of Strength:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

**Supernatural Dexterity:** The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

## Magic banners

**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.

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

## Model Rules

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

**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).

**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:** At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

**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

**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.

**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).

**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.

**Pack Tactics:** Units consisting entirely of models with Pack Tactics gain Devastating Charge (Swiftstride) while they are Located in the Charged unit's Flank or Rear Arc.

**Primal Instinct:** At the start of each Round of Combat that the model's unit is fighting, 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 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.

**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.

**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.

Seigneur bestial #1



Seigneur minotaure #1



Harde de fières-cornes #1



Chars maraudeurs #1



Centaures #1

