



BEAST HERDS

LIST - 3 827 POINTS



1220 pts (32.00 %) Characters 866 pts (23.00 %) Core 1176 pts (31.00 %) Special 565 pts (15.00 %) Terrors of the Wild 0 pts (0.00 %) Ambush Predators

(40 Max) (20 Least) (0 NoLimit) (40 Max) (60 Max)

Characters



MINOTAUR WARLORD #1
Minotaur Warlord - Large - Infantry - 40x40

640 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	Fearless, Frenzy, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	5	5	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Minotaur Warlord	5	6	6	3	5	Battle Focus, Impact Hits (D3), Primal Instinct, Hand Weapon

Options	General • Heavy Armour • Paired Weapons • Destiny's Call • King Slayer
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MINOTAUR CHIEFTAIN #1
Minotaur Chieftain - Large - Infantry - 40x40

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fearless, Frenzy, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	4	4	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Minotaur Chieftain	4	5	5	2	4	Battle Focus, Impact Hits (D3), Primal Instinct, Hand Weapon

Options	Greater Totem Bearer
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SOOTHSAYER #1
Soothsayer - Standard - Infantry - 25x25

145 POINTS



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

Options	Paired Weapons • Shamanism
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SOOTHSAYER #2
Soothsayer - Standard - Infantry - 25x25

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Strider (Forest), Wizard Apprentice, Pack Tactics, Blood Offering	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Soothsayer	1	4	3	0	3

Primal Instinct, Hand Weapon

Options

Paired Weapons • Evocation

Core



WILDHORN HERD #1

Wildhorn Herd x36 - Standard - Infantry - 25x25

433 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	7	Scoring, Strider (Forest), Pack Tactics

<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 • Totem Bearer • Blooded Horn Totem • Musician • Standard Bearer • Banner of the Wild Herd



WILDHORN HERD #2

Wildhorn Herd x36 - Standard - Infantry - 25x25

433 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	7	Scoring, Strider (Forest), Pack Tactics

<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 • Totem Bearer • Blooded Horn Totem • Musician • Standard Bearer • Banner of the Wild Herd

Special



MINOTAURS #1

Minotaurs x5 - Large - Infantry - 40x40

421 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	7	Fearless, Frenzy, Scoring, Strider (Forest)

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Minotaur	3	4	5	2	3

Battle Focus, Impact Hits (1), Primal Instinct

Options

Great Weapon



MINOTAURS #2

Minotaurs x8 - Large - Infantry - 40x40

755 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	7	Fearless, Frenzy, Scoring, Strider (Forest)

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
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<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	0		Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Minotaur	3	4	5	2	3	Battle Focus, Impact Hits (1), Primal Instinct

Options Paired Weapons • Champion • Totem Bearer (one choice only) • Blooded Horn Totem • Musician • Standard Bearer • Aether Icon

Terrors of the Wild



BEAST GIANT #1
Beast Giant - *Gigantic* - Infantry - 50x75


295 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 Giant Club



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

270 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 Uprooted Tree

Magics

Racial Trait Spell

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



		Casting	Range	Type	Duration	Effect
5	Touch of the Reaper	<7+> [9+]	<24"> [18"]	Hex Missile Damage Focused Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
1	Ancestral Aid	6+ [7+]	12" [18"]	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex Damage Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
6	Danse Macabre	6+ [9+]	18" [9"Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
4	Spectral Blades	5+ [9+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains {Lethal Strike}.
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
2	Whispers of the Veil	8+	24"	Hex	One Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.



		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Totemic Summon	9+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	One Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
A	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	One Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex Missile Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

Magic items

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

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

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 Mongrel Herd and Wildhorn Herd models in the bearer's unit gain +1 Strength and +1 Armour Penetration.

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

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

Blood Offering: 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 on a Character with Blood Offering in the unit.

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.

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.

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.

Light Armour: Armor +1

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.

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.

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.

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.

