



BEAST HERDS

LIST BEAST HERDS (v2021 BETA 2) #3 - 4 447 POINTS



1390 pts (31.00 %) 920 pts (20.00 %) 1437 pts (32.00 %) 1491 pts (33.00 %) 700 pts (16.00 %)
Characters **Core** **Special** **Ambush Predators** **Terrors of the Wild**
 (40 Max) (20 Least) (0 NoLimit) (60 Max) (40 Max)

Characters




BEAST LORD #1
 Beast Lord - Large - Construct - 50x100

550 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	Primal Instinct, Hand Weapon



MOUNT RAZORTUSK CHARIOT


Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Light Troops, Strider, Swiftstride, Hunting Horn		
Defensive	HP	Def	Res	Arm		
	5	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew(3)	1	4	3	0	3	Primal Instinct, Light Lance
Razortusk	4	3	5	2	2	Harnessed, Devastating Charge
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)

Options | Hunting Call • Shield • Beast Axe • Razortusk Chariot • General • Crown of Horns • Trickster's Cunning • Fatal Folly




SOOTHSAYER #1
 Soothsayer - Standard - Infantry - 25x25

385 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	Primal Instinct, Hand Weapon

Options | Shamanism • Wizard Master



SOOTHSAYER #2
 Soothsayer - Standard - Infantry - 25x25

455 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	Primal Instinct, Hand Weapon

Options

Druidism • Wizard Master • Seed of the Dark Forest

Core

**WILDHORN HERD #1**Wildhorn Herd **x38** - Standard - Infantry - 25x25**515** POINTS

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

Options

Champion • Musician • Standard Bearer • Paired Weapons and Throwing Weapons (5+) • Clouded Eye Totem • Banner of the Wild Herd

**WILDHORN HERD #2**Wildhorn Herd **x25** - Standard - Infantry - 25x25**405** POINTS

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

Options

Champion • Musician • Standard Bearer • Paired Weapons and Throwing Weapons (5+) • Ambush • Blooded Horn Totem • Banner of the Wild Herd

Special

**LONGHORN HERD #1**Longhorn Herd **x19** - Standard - Infantry - 25x25**420** POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Pack Tactics, Strider, Scoring, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Longhorn	1	4	4	1	3	Primal Instinct

Options

Champion • Musician • Standard Bearer • Halberd • Ambush • Banner of Speed

**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	



FERAL HOUNDS #3

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



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	



BRIAR BEAST #1

Briar Beast - Large - Beast - 40x40

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	10	Strider, Unbreakable, Fear, Random Movement (3D6, 3D6), Fearless, Sleeper	
Defensive	HP	Def	Res	Arm	
	3	3	5	0	
Offensive	Att	Off	Str	Ap	Agi
Briar Beast	D6+1	3	4	1	2



BRIAR BEAST #2

Briar Beast - Large - Beast - 40x40

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	10	Strider, Unbreakable, Fear, Random Movement (3D6, 3D6), Fearless, Sleeper	
Defensive	HP	Def	Res	Arm	
	3	3	5	0	
Offensive	Att	Off	Str	Ap	Agi
Briar Beast	D6+1	3	4	1	2



RAZORTUSK CHARIOT #1

Razortusk Chariot - Large - Construct - 50x100

240 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	7"	8	Strider, Light Troops, Swiftstride, Hunting Horn	
Defensive	HP	Def	Res	Arm	
	5	4	5	1	
				Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi
Wildhorn Crew	1	4	3	0	3
				Primal Instinct, Light Lance	


Offensive	Att	Off	Str	Ap	Agi	
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
Razortusk	4	3	5	2	2	Harnessed, Devastating Charge
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)



MINOTAURS #1

Minotaurs x3 - Large - Infantry - 40x40

277 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Strider, Scoring, Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Minotaur	3	4	5	2	3	Primal Instinct, Battle Focus, Impact Hits (1, 1)

Options	Paired Weapons • Champion • Musician
----------------	--------------------------------------

Terrors of the Wild



BEAST GIANT #1


Beast Giant - Gigantic - Infantry - 75x100

350 POINTS



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


Options	Beer Barrel • Big Brother
----------------	---------------------------



BEAST GIANT #2

Beast Giant - Gigantic - Infantry - 75x100

350 POINTS



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

Options	Beer Barrel • Big Brother
----------------	---------------------------

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>Echoes of the Dark Forest</h3>				
<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>				



Druidism

Nature's Call: All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

		Casting	Range	Type	Duration	Effect
5	Stone Skin	9+ {8+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
3	Entwining Roots	6+ {5+}	12"	Hex	One Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast* : Raise 4 {6} Health Points. Towering Presence** : Raise 1 {1} Health Point. Anything else*** : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.
A	Fountain of Youth		12"	Augment Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
6	Spirits of the Wood	7+ {6+}	12"	Augment {Universal}	One Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}
2	Master of Earth	6+ {5+}	18"	Hex Damage Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
0	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text . The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
1	Healing Waters	7+ {6+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}.



Shamanism

		Casting	Range	Type	Duration	Effect
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].
5	Totemic Summon	10+ [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)
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].
A	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.

		Casting	Range	Type	Duration	Effect
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

Crown of Horns: The bearer's unit and all units within range of its Commanding Presence (if applicable) automatically pass Discipline Tests taken due to Primal Instinct.

Fatal Folly: Attacks made with this weapon become **Magical Attacks**. For each Close Combat Attack against the wielder's model that rolls a natural to-hit roll of '1', the wielder **must** perform a Close Combat Attack at the same Initiative Step (this overrides the normal restriction that Beast Axe attacks always strike at Initiative Step 0). This **must** be allocated towards the model (or Health Pool) that rolled the '1' to hit.

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

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.

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

Ambush:

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

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.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

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.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

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 at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Hunting Horn: Universal Rule.

All friendly units within 6" of one or more models with Hunting Horn gain +1" to their Charge Range rolls.

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.

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.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

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.

Sleeper: Universal Rule.

The model follows the rules for Ambush with the following exceptions:

- Immediately after step 2 of the owner's Movement Phase Sequence (including the owner's Player Turn 1), the owner may decide for each of their Briar Beasts if they will enter the Battlefield or not (no dice rolls are required).
- When the model enters the Battlefield, it must be placed completely within any Forest Terrain Feature instead of having its Rear Facing touch the Board Edge. If

the model cannot be placed, it cannot enter the Battlefield this 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.

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.

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

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

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.

Beast Lord #1	Soothsayer #1	Soothsayer #2	Wildhorn Herd #1	Wildhorn Herd #2	Beast Giant #1	Beast Giant #2	Longhorn Herd #1	Feral Hounds #2	Feral Hounds #3	Gargoyles #1	Briar Beast #1	Briar Beast #2	Razortusk Chariot #1	Minotaurs #1