



# BEAST HERDS

## ARA63 TEEBIRDER BH - 4 428 POINTS



1615 pts (36.00 %) 910 pts (20.00 %) 1413 pts (31.00 %) 1053 pts (23.00 %) 490 pts (11.00 %)  
**Characters**      **Core**      **Special**      **Ambush Predators**      **Terrors of the Wild**  
 (40 Max)      (20 Least)      (0 NoLimit)      (60 Max)      (40 Max)

### Characters




**BEAST LORD GG**  
 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	
<b>Beast Lord</b>	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	
<b>Wildhorn Crew(3)</b>	1	4	3	0	3	Primal Instinct, Light Lance
<b>Razortusk</b>	4	3	5	2	2	Harnessed, Devastating Charge
<b>Chassis</b>			5	2		Inanimate, Impact Hits (D6+1, D6+1)

**Options** | Hunting Call • Shield • Heavy Armour • Beast Axe • Razortusk Chariot • General • Crown of Horns • Lucky Charm • Basalt Infusion • Fatal Folly



**SOOTHSAYER, MASTER OF DRUIDISM**  
 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	
<b>Soothsayer</b>	1	4	3	0	3	Primal Instinct, Hand Weapon

**Options** | Druidism • Wizard Master • Seed of the Dark Forest



**BEAST CHIEFTAIN BSB**  
 Beast Chieftain - Large - Construct - 50x100

**375 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	
<b>Beast Chieftain</b>	3	5	4	1	4	Primal Instinct, Hand Weapon



### MOUNT RAIDING CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	7"	7"	C	Light Troops, Strider, Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
WildhornCrew(3)	1	4	3	0	3
War Hog(2)	1	3	4	1	2
Chassis			5	2	Inanimate, Impact Hits (D6, D6)

**Options** Battle Standard Bearer • Shield • Heavy Armour • Beast Axe • Raiding Chariot • Dragonfire Gem • Dusk Forged



### SOOTHSAYER, APPRENTICE OF EVOCATION

Soothsayer - Large - Construct - 50x100

235 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



### MOUNT RAIDING CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	7"	7"	C	Light Troops, Strider, Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
WildhornCrew(3)	1	4	3	0	3
War Hog(2)	1	3	4	1	2
Chassis			5	2	Inanimate, Impact Hits (D6, D6)

**Options** Evocation • Raiding Chariot • Light Armour • Ancestral Carvings

Core



### MONGREL HERD

Mongrel Herd x34 - Standard - Infantry - 20x20

377 POINTS



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

**Options** Spear • Champion • Standard Bearer • Banner of the Wild Herd



### RAIDING CHARIOT


Raiding Chariots x3 - Large - Construct - 50x100

325 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	7"	8	Strider, Light Troops, Swiftstride	


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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)




### FERAL HOUNDS

Feral Hounds x8 - Standard - Beast - 25x50

## 104 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


Feral Hounds x8 - Standard - Beast - 25x50

## 104 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


## Special



### MINOTAURS


Minotaurs x6 - Large - Infantry - 40x40

## 554 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	7	Strider, Scoring, Fearless, Frenzy		
<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	Primal Instinct, Battle Focus, Impact Hits (1, 1)


<b>Options</b>	Paired Weapons • Champion • Musician • Standard Bearer • Black Wing Totem
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### CENTAURS



Centaur x7 - Standard - Cavalry - 25x50

## 280 POINTS





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

Options	Lance • Musician
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	<b>CENTAURS</b>	<b>259 POINTS</b>	
	Centaur x7 - Standard - Cavalry - 25x50		



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

Options	Paired Weapons • Musician
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	<b>LONGHORN HERD AMBUSH</b>	<b>160 POINTS</b>	
	Longhorn Herd x10 - Standard - Infantry - 25x25		

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



Options	Halberd • Ambush
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	<b>LONGHORN HERD AMBUSH</b>	<b>160 POINTS</b>	
	Longhorn Herd x10 - Standard - Infantry - 25x25		

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

Options	Halberd • Ambush
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## Terrors of the Wild

	<b>GORTACH</b>	<b>490 POINTS</b>	
	Gortach - Gigantic - Infantry - 50x100		

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	9	Strider, Fearless, Frenzy, Stubborn	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	6	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Gortach</b>	6	4	6	3	3
Primal Instinct, Lethal Strike, Battle Focus, Impact Hits (D3, D3), Strength from Flesh					

## Magics

Racial Trait Spell

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



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
<b>5</b>	Stone Skin	9+ {8+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains +2 {+3} Resilience.
<b>3</b>	Entwining Roots	6+ {5+}	12"	Hex	One Turn	The Range of this spell can be measured from the Caster or from any <b>Forest</b> Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.
<b>4</b>	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast*</b> : Raise 4 {6} Health Points. <b>Towering Presence**</b> : Raise 1 {1} Health Point. <b>Anything else***</b> : 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.
<b>A</b>	Fountain of Youth		12"	Augment Focused	Instant	The target or its unit <b>Recovers</b> {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
<b>6</b>	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).}
<b>2</b>	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.
<b>0</b>	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).
<b>1</b>	Healing Waters	7+ {6+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude (5+) {(4+)}.



Evocation

		Casting	Range	Type	Duration	Effect
<b>1</b>	Spectral Blades	5+ [9+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].
<b>3</b>	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.
<b>2</b>	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.
<b>A</b>	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.
<b>5</b>	Touch of the Reaper	7+ [9+]	(24") [18"]	Hex Missile Damage Focused Direct	Instant	The target suffers D3 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.
<b>6</b>	Danse Macabre	5+ {9+}	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
<b>4</b>	Ancestral Aid	6+ [7+]	12" [18"]	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

## Magic items

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**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.

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may 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.

**Dragonfire Gem:** The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

**Dusk Forged:** The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special 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.

## 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.

## 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.

**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.

**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.

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

**Heavy Armour:** +2 Armor

**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:**

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**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.

**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.

**Strength from Flesh:** Attack Attribute – Close Combat.

Whenever a Gortach inflicts an unsaved wound with Lethal Strike (rolling a natural '6' to wound with a Close Combat Attack with Lethal Strike), the attack gains Multiple Wounds (D3), and the Gortach Recovers 1 Health Point at the end of the Initiative Step (unless the Gortach was removed as a casualty in this Initiative Step).

No more than 1 Health Point may be Recovered by each Gortach per phase in this manner.

**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.

**Stubborn:** A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

**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.

