



BEAST HERDS

LIST BEAST HERDS - V1 #1 - 3 704 POINTS



155 pts (4.00 %) 200 pts (5.00 %) 213 pts (6.00 %) 1726 pts (47.00 %) 1410 pts (38.00 %) 0 pts (0.00 %)

Heroes (50 Max) **Rare** (25 Max) **Lords** (50 Max) **Special** (50 Max) **Core** (25 Least) **Mount** (0 NoLimit)

Lords



GNARLED SOOTHSAYER #1

Gnarled Soothsayer - Standard - Infantry - 20x20

213 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) • Paired Weapons
Magic	Level 3 Wizard Master . Generates spells from the Path of Wilderness, Death, Shadows, or Nature

Heroes



MINOTAUR CHIEFTAIN #1

Minotaur Chieftain - Standard - Infantry - 20x20

155 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	Shield • Great Weapon
----------------	-----------------------

Core



RAIDING CHARIOT #1

Raiding Chariot - Standard - Infantry - 20x20

75 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									



RAIDING CHARIOT #2

Raiding Chariot - Standard - Infantry - 20x20

75 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									



WILDHORN HERD #1

Wildhorn Herd x20 - Standard - Infantry - 20x20

600 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 • Champion • Upgrade to Totem Bearer • Blooded Horn Totem • Musician
----------------	---



WILDHORN HERD #2

Wildhorn Herd x30 - Standard - Infantry - 20x20

660 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 • Champion • Upgrade to Totem Bearer • Blooded Horn Totem • Musician
----------------	---

Special



LONGHORN HERD #1

Longhorn Herd x30 - Standard - Infantry - 20x20

1 190 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	May replace Halberd with Great Weapon • Champion • Upgrade to Totem Bearer • Blooded Horn Totem
----------------	---



MINOTAURS #1

Minotaurs x6 - Standard - Infantry - 20x20

536 POINTS



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

Options	Great Weapon
----------------	--------------

Rare



CYCLOPS #1
Cyclops - Standard - Infantry - 20x20

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cyclop	7	2	3	6	5	6	3	5	8	Monster
Model Rules	Hurl Attack • Immune to Psychology • Strider (Forest) • Divine Attacks • Magic Resistance (3) • Ward Save (5+)									

Magics

Model Rules

- Blood Offering:**
- Bodyguard (Beast Lord):**
- Divine Attacks:**
- Frenzy:**
- Great Weapon:**
- Halberd:**
- Heavy Armour:**
- Hurl Attack:**
- Immune to Psychology:**
- Impact Hits (1):**
- Light Armour:**
- Light Lance:**
- Light Troops:**
- Magic Resistance (3):**
- Mount's Protection (5+):**
- Pack Tactics:**
- Primal Instinct:**
- Strider (Forest):**
- Ward Save (5+):**

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.

Cyclops #1	Gnarled Soothsayer #1	Longhorn Herd #1	Minotaur Chieftain #1	Minotaurs #1	Raiding Chariot #1	Raiding Chariot #2	Wildhorn Herd #1	Wildhorn Herd #2