



BEAST HERDS

AMBUSH - 4 495 POINTS



1275 pts (28.00 %) 1240 pts (28.00 %) 1980 pts (44.00 %) 0 pts (0.00 %) 1717 pts (38.00 %)
Characters **Core** **Special** **Terrors of the Wild** **Ambush Predators**
 (40 Max) (20 Least) (0 NoLimit) (40 Max) (60 Max)

Characters



BEAST CHIEFTAIN #1
 Beast Chieftain - Standard - Infantry - 25x25

345 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Strider (Forest), Pack Tactics		
Defensive	HP	Def	Res	Arm		
	3	5	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Beast Chieftain	3	5	4	1	4	Paired Weapons, Hand Weapon, Primal Instinct

Options | Ambush • Battle Standard Bearer • Greater Totem Bearer • Paired Weapons • Talisman of Shielding • Essence of Mithril



BEAST LORD #1
 Beast Lord - Standard - Infantry - 25x25

335 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Strider (Forest), Hunting Call, Pack Tactics		
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Beast Lord	4	6	5	2	5	Paired Weapons, Hand Weapon, Primal Instinct

Options | General • Ambush • Hunting Call • Paired Weapons • Crown of Horns • Destiny's Call • Supernatural Dexterity



SOOTHSAYER #2
 Soothsayer - Large - Construct - 50x100

285 POINTS



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





MOUNT RAIDING CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Light Troops, Swiftstride, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
War Hog(2)	1	3	4	1	2	Harnessed

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chassis			5	2		Inanimate, Impact Hits (D6)

Options	Light Armour • Paired Weapons • Wizard Adept • Raiding Chariot
----------------	--

	SOOTHSAYER #1 Soothsayer - Large - Construct - 50x100	310 POINTS	
--	---	-------------------	---



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

	MOUNT RAIDING CHARIOT
---	------------------------------

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	C	Light Troops, Swiftstride, Strider (Forest)		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	C	C	C+2		
<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
War Hog(2)	1	3	4	1	2	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6)



Options	Light Armour • Paired Weapons • Wizard Adept • Raiding Chariot • Wild Form
----------------	--

Core

	WILDHORN HERD #1 Wildhorn Herd x15 - Standard - Infantry - 25x25	230 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	7	Scoring, Ambush, Ambush, 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	Paired Weapons, Primal Instinct, Throwing Weapons

Options	Ambush • Paired Weapons and Throwing Weapons (5+) • Champion • Musician • Standard Bearer
----------------	---

	WILDHORN HERD #2 Wildhorn Herd x15 - Standard - Infantry - 25x25	230 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	7	Scoring, Ambush, Ambush, 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	Paired Weapons, Primal Instinct, Throwing Weapons

Options	Ambush • Paired Weapons and Throwing Weapons (5+) • Champion • Musician • Standard Bearer
----------------	---



MONGREL RAIDERS #1

Mongrel Raiders x18 - Standard - Infantry - 20x20

150 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Strider, Light Troops, Skirmisher, Pack Tactics		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
Mongrel Raider	1	3	3	0	3	Primal Instinct, Bow (4+)

Options	Ambush and Scout
---------	------------------



RAIDING CHARIOTS #1

Raiding Chariots x3 - Large - Construct - 50x100

315 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Strider (Forest), Swiftstride, Light Troops		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew	1	4	3	0	3	Light Lance, Primal Instinct
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)



RAIDING CHARIOTS #2

Raiding Chariots x3 - Large - Construct - 50x100

315 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Strider (Forest), Swiftstride, Light Troops		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew	1	4	3	0	3	Light Lance, Primal Instinct
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)

Special



FERAL HOUNDS #1

Feral Hounds x5 - Standard - Beast - 25x50

80 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	5	Insignificant, Ambush, Strider (Forest), Vanguard		
Defensive	HP	Def	Res	Arm		
	1	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Feral Hound	1	4	3	0	3	



LONGHORN HERD #1

Longhorn Herd x21 - Standard - Infantry - 25x25

427 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Strider (Forest), Bodyguard (Beast Lord, Beast Chieftain), Pack Tactics		
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, Halberd

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



MINOTAURS #2

Minotaurs x8 - Large - Infantry - 40x40

669 POINTS



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

Options	Paired Weapons • Champion • Totem Bearer (one choice only) • Black Wing Totem • Musician • Standard Bearer
----------------	--



MINOTAURS #1

Minotaurs x8 - Large - Infantry - 40x40

669 POINTS



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

Options	Paired Weapons • Champion • Totem Bearer (one choice only) • Black Wing Totem • Musician • Standard Bearer
----------------	--



GARGOYLES #1

Gargoyles x5 - Standard - Infantry - 20x20

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Strider (Forest), Swiftstride, Fly (9", 18"), Light Troops, Skirmisher		
	9"	18"				
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
Gargoyle	2	4	3	0	3	Primal Instinct, Devastating Charge (+1 Str, +1 AP)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
--	---------	-------	------	----------

	Casting	Range	Type	Duration
H Echoes of the Dark Forest				
Mf	(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>				

Magic items

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Talisman of Shielding: The bearer gains Aegis (5+).

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.

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

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

Wild Form: At the start of the Melee Phase, the bearer may choose to gain either of the following: • +1 Strength, +1 Armour Penetration, and -1 Resilience • -1 Strength, -1 Armour Penetration, and +1 Resilience The effects last until the end of the Melee Phase.

Magic banners

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: 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.

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.

Bow:

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.

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: 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

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. 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 Call: If the army includes a model with Hunting Call, the owner may: • Choose to roll for Ambush for units with one or more models with Pack Tactics starting from the owner's Player Turn 1 (but still at the end of step 2 of the Movement Phase Sequence), unless the owner has the first Player Turn. • Reroll Ambush rolls of 1-2 for units with one or more models with Pack Tactics. Hunting Call is in effect even if the model is Ambushing and has not arrived on the Battlefield yet.

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

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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.

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.

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.

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

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.

Beast Chieftain #1	Beast Lord #1	Soothsayer #2	Soothsayer #1	Wildhorn Herd #1	Wildhorn Herd #2	Mongrel Raiders #2	Mongrel Raiders #1	Raiding Chariots #1	Raiding Chariots #2	Feral Hounds #1	Longhorn Herd #1	Minotaur #2	Minotaur #1	Gargoyle #1