



BEAST HERDS

LIST BEAST HERDS (v2020) #1 - 490 POINTS



0 pts (0.00 %) Characters (40 Max) 0 pts (0.00 %) **Core** (20 Least) 0 pts (0.00 %) **Special** (0 NoLimit) 0 pts (0.00 %) **Ambush Predators** (60 Max) 490 pts (100.00 %) **Terrors of the Wild** (40 Max)

Terrors of the Wild



GORTACH #1

Gortach - Gigantic - Infantry - 50x100

490 POINTS



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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
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, Fearless, and Terror. Enemy units in base contact with the target suffer -1 Discipline.</i>				

Model Rules

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

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 anyother Discipline Test, the unit suffers -2Discipline.

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.

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.

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.

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.

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.

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.

Gortach #1

