



BEAST HERDS

CAAL LIST - 4 500 POINTS



1605 pts (36.00 %) 903 pts (20.00 %) 1012 pts (22.00 %) 1203 pts (27.00 %) 980 pts (22.00 %)

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

620 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 • Heavy Armour • Beast Axe • Razortusk Chariot • General • Binding Scroll x1 • Talisman of Shielding • Basalt Infusion • Fatal Folly



BEAST CHIEFTAIN #1
Beast Chieftain - Large - Construct - 50x100

475 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 | |
| Beast Chieftain | 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 | Primal Instinct, Light Lance |
| War Hog(2) | 1 | 3 | 4 | 1 | 2 | Harnessed |
| Chassis | | | 5 | 2 | | Inanimate, Impact Hits (D6, D6) |



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|----------------|---|
| Options | Battle Standard Bearer • Greater Totem Bearer • Shield • Heavy Armour • Beast Axe • Raiding Chariot • Black Wing Totem • Blooded Horn Totem • Clouded Eye Totem • Gnarled Hide Totem • Dragonfire Gem • Dusk Forged • Alchemist's Alloy |
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|  | SOOTHSAYER #1 Soothsayer - Standard - Infantry - 25x25 | 510 POINTS |  |
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|-------------------------------------|------------|------------|------------|--|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 8 | Pack Tactics, Blood Offering, Wizard Apprentice, Strider | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 4 | 5 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Soothsayer | 1 | 4 | 3 | 0 | 3 |
| Primal Instinct, Hand Weapon | | | | | |



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| Options | Druidism • Wizard Master • Seed of the Dark Forest • Binding Scroll x1 |
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Core

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|--|--|-------------------|---|
|  | MONGREL HERD #1 Mongrel Herd x20 - Standard - Infantry - 20x20 | 275 POINTS |  |
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|------------------------|------------|------------|------------|--------------------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 6 | Pack Tactics, Strider, Scoring | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 3 | 3 | 0 | Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Mongrel | 1 | 3 | 3 | 0 | 3 |
| Primal Instinct | | | | | |

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| Options | Spear • Champion • Musician • Standard Bearer • Banner of the Wild Herd |
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|  | WILDHORN HERD #1 Wildhorn Herd x15 - Standard - Infantry - 25x25 | 210 POINTS |  |
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| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 7 | Pack Tactics, Strider, Scoring | |
| <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 |
| Primal Instinct | | | | | |

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| Options | Throwing Weapons (5+) • Musician • Ambush |
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|  | WILDHORN HERD #2 Wildhorn Herd x15 - Standard - Infantry - 25x25 | 210 POINTS |  |
|--|--|-------------------|---|

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|------------------------|------------|------------|------------|--------------------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 7 | Pack Tactics, Strider, Scoring | |
| <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 |
| Primal Instinct | | | | | |

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|----------------|---|
| Options | Throwing Weapons (5+) • Musician • Ambush |
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FERAL HOUNDS #1
Feral Hounds **x8** - Standard - Beast - 25x50

104 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 #2
Feral Hounds **x8** - Standard - Beast - 25x50

104 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 |

Special



MINOTAURS #1
Minotaurs **x6** - Large - Infantry - 40x40

572 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

Shield • Champion • Totem Bearer • Black Wing Totem



CENTAURS #1
Centaur **x5** - Standard - Cavalry - 25x50

195 POINTS



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

Options

Paired Weapons




RAZORTUSK HERD #1
Razortusk Herd - Large - Beast - 50x50

105 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------|-----|-----|-----|-------------|--|
| | 7" | 14" | 6 | Strider | |


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|------------------|------------|------------|------------|------------|-----------------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 3 | 5 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Razortusk | 4 | 3 | 5 | 2 | 2 Devastating Charge |



GARGOYLES #1

Gargoyles x5 - Standard - Infantry - 20x20

140 POINTS



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

Terrors of the Wild




GORTACH #1

Gortach - Gigantic - Infantry - 50x100

490 POINTS




| | | | | | |
|------------------|------------|------------|------------|-------------------------------------|--|
| <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> |
| Gortach | 6 | 4 | 6 | 3 | 3 Primal Instinct, Lethal Strike, Battle Focus, Impact Hits (D3, D3), Strength from Flesh |



GORTACH #2

Gortach - Gigantic - Infantry - 50x100

490 POINTS



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|------------------|------------|------------|------------|-------------------------------------|--|
| <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> |
| Gortach | 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 |
|--|------------|--------------|--|----------|
| Echoes of the Dark Forest | | | | |
| <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.

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|---------------------|----------------|--------------|---------------------|-----------------|---|
| 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+)}. Water |
| 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. |
| 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). |
| 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. |
| 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. |
| 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).} |
| 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. |

Magic items

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

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Fatal Folly: Attacks made with this weapon become **Magical Attacks**. For each CloseCombat 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.

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

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

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.

Seed of the Dark Forest: One use only. Right before the battle (during step 7 of the DeploymentPhase 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.

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.

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.

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.

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.

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:

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.

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 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.

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.

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.

| Beast Lord #1 | Beast Chieftain #1 | Soothsayer #1 | Mongrel Herd #1 | Wildhorn Herd #1 | Wildhorn Herd #2 | Feral Hounds #1 | Feral Hounds #2 | Minotaurs #1 | Centaur #1 | Razortusk Herd #1 | Gargoyles #1 | Gortach #1 | Gortach #2 |
|---------------|--------------------|---------------|-----------------|------------------|------------------|-----------------|-----------------|--------------|------------|-------------------|--------------|------------|------------|
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