




BEAST HERDS

13 - 2 105 POINTS



585 pts (23.00 %) **365 pts (15.00 %)** 365 pts (15.00 %) 790 pts (32.00 %) 525 pts (21.00 %)
Characters **Core** **Special** **Terrors of the Wild** **Ambush Predators**
 (40 Max) (20 Least) (0 NoLimit) (40 Max) (60 Max)


Characters



SOOTHSAYER #1


Soothsayer - Standard - Infantry - 25x25

405 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	8				Strider, Wizard Apprentice, Pack Tactics, Blood Offering
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	


Options	Wizard Master
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BEAST LORD #1

Beast Lord - Standard - Infantry - 25x25

180 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	9				Strider, 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	Primal Instinct, Hand Weapon	

Core



MONGREL RAIDERS #1

Mongrel Raiders x10 - Standard - Infantry - 20x20

110 POINTS



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

Options	Ambush and Scout
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MONGREL RAIDERS #1


Mongrel Raiders x10 - Standard - Infantry - 20x20

110 POINTS




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

Options	Ambush and Scout
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WILDHORN HERD #1
Wildhorn Herd x15 - Standard - Infantry - 25x25

145 POINTS




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

Special



LONGHORN HERD #1
Longhorn Herd x20 - Standard - Infantry - 25x25


365 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Bodyguard, Scoring, Strider, Pack Tactics	
<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>
Longhorn	1	4	4	1	3 Primal Instinct


Options	Halberd • Champion • Musician • Standard Bearer • Ambush
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Terrors of the Wild



CYCLOPS #1
Cyclops - Gigantic - Infantry - 50x100

310 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Fearless, Strider, Hurl Attack	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	5	0	Aegis, Magic Resistance
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Cyclops	5	2	6	3	3 Divine Attacks



GORTACH #1

Gortach - Gigantic - Infantry - 50x100

480 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	9	Fearless, Frenzy, Strider, Stubborn, Strength from Flesh	
Defensive	HP	Def	Res	Arm	
	6	3	6	0	
Offensive	Att	Off	Str	Ap	Agi
Gortach	6	4	6	3	3

Battle Focus, Impact Hits, Lethal Strike, Primal Instinct

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Echoes of the Dark Forest				
Mf	(18") (36")	(4+) (8+)	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

Aegis:

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:

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

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: 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.

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:

Heavy Armour: +2 Armor

Hurl Attack: Catapult (4x4). Range 6-36" and "Shots 1, Str 3 [7], AP 0 [4], **Divine Attacks, Magical Attacks, Multiple Wounds (D3, Clipped Wings) [b]**. A Cyclops that only Pivots (and moves no further) during its owner's Movement Phase ignores the to-hit modifier from Moving and Shooting in the next Shooting Phase.

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.

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.

Magic Resistance:

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.

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.

Strength from Flesh: 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.

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.

