



BEAST HERDS

SS - 180 POINTS



180 pts (4.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Terrors of the Wild** **Ambush Predators**
 (40 Max) (20 Least) (0 NoLimit) (40 Max) (60 Max)

Characters



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

180 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------------|-----|-----|-----|--------------------------------|--------------|------------------------------|
| | 5" | 10" | 9 | Strider (Forest), 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 | Hand Weapon, Primal Instinct |

Magics

Racial Trait Spell

| | 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> | | | | |

Model Rules

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

Light Armour: Armor +1

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.

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.

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



