



BEAST HERDS

SEGEG - 4 401 POINTS



1665 pts (37.00 %) 900 pts (20.00 %) 1346 pts (30.00 %) 285 pts (6.00 %) 490 pts (11.00 %)

Characters **Core** **Special** **Ambush Predators** **Terrors of the Wild**

(40 Max) (20 Least) (0 NoLimit) (60 Max) (40 Max)

Characters



VEGGENTE #1

Soothsayer - Standard - Infantry - 25x25mm

465 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Pack Tactics, Blood Offering, Wizard Apprentice, Strider	
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	Evocation • Wizard Master • Seed of the Dark Forest • Potion of Strength
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SIGNORE DELLA GUERRA MINOTAURO #1

Minotaur Warlord - Large - Infantry - 40x40mm

655 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Strider, Fearless, Frenzy	
Defensive	HP	Def	Res	Arm	
	5	5	5	0	
Offensive	Att	Off	Str	Ap	Agi
Minotaur Warlord	5	6	6	3	5

Primal Instinct, Battle Focus, Impact Hits (D3, D3), Hand Weapon

Options	Shield • Heavy Armour • Beast Axe • General • Talisman of Shielding • Willow's Ward • Alchemist's Alloy • Fatal Folly
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CAPO MINOTAURO #1

Minotaur Chieftain - Large - Infantry - 40x40mm

545 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Strider, Fearless, Frenzy	
Defensive	HP	Def	Res	Arm	
	4	4	5	0	
Offensive	Att	Off	Str	Ap	Agi
Minotaur Chieftain	4	5	5	2	4

Primal Instinct, Battle Focus, Impact Hits (D3, D3), Hand Weapon

Options	Battle Standard Bearer • Greater Totem Bearer • Shield • Heavy Armour • Beast Axe • Banner of Speed x1 • Lucky Charm • Ghostly Guard • Dusk Forged
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Core



PREDONI MEZZOSANGUE #1
Mongrel Raiders **x16** - Standard - Infantry - 20x20mm

161 POINTS



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

Options	Scout, Ambush • Musician
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BRANCO DI MEZZOSANGUE #1
Mongrel Herd **x40** - Standard - Infantry - 20x20mm

425 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Pack Tactics, Strider, Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Mongrel	1	3	3	0	3	Primal Instinct

Options	Spear • Musician • Standard Bearer • Banner of the Wild Herd
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BRANCO DI CORNASELVAGGE #1
Wildhorn Herd **x15** - Standard - Infantry - 25x25mm

170 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Pack Tactics, Strider, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn	1	4	3	0	3	Primal Instinct

Options	Musician • Standard Bearer
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SEGUJI FERINI #1
Feral Hounds **x13** - Standard - Beast - 25x50mm

144 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



MINOTAURI #1
Minotaurs x6 - Large - Infantry - 40x40mm

544 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	Paired Weapons • Champion • Standard Bearer • Blooded Horn Totem
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MINOTAURI #2
Minotaurs x6 - Large - Infantry - 40x40mm

562 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 • Standard Bearer • Gnarled Hide Totem
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CARRO DI ZANNEAGUZZE #1
Razortusk Chariot - Large - Construct - 50x100mm

240 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Strider, Light Troops, Swiftstride, Hunting Horn		
Defensive	HP	Def	Res	Arm		
	5	4	5	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
Razortusk	4	3	5	2	2	Harnessed, Devastating Charge
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)

Terrors of the Wild



GORTACH #1
Gortach - Gigantic - Infantry - 50x100mm

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	Agi

Offensive	Att	Off	Str	Ap	Agi	
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				
Mf	4+ [8+]	18" [36"]	Augment	Last one Turn
The target gains Fear, Fearless, and Terror. Enemy units in base contact with the target suffer -1 Discipline.				



Evocation

		Casting	Range	Type	Duration	Effect
5	Touch of the Reaper	7+ [9+]	(24") [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
6	Danse Macabre	5+ [9+]	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
1	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
2	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.

Magic items

Potion of Strength: One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

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.

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

Fatal Folly: Attacks made with this weapon become **Magical Attacks**. For each Close Combat 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+).

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

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.

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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.

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.

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.

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

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 Horn: Universal Rule.

All friendly units within 6" of one or more models with Hunting Horn gain +1" to their Charge Range rolls.

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:

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 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 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

Your 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.

Veggente #1



Signore della guerra minotauro #1



Capo minotauro #1



Predoni mezzosangue #1



Branco di mezzosangue #1



Branco di cornaselvagge #1



Segugi ferini #1



Minotauri #1



Minotauri #2



Carro di zanneaguzze #1



Gortach #1

