




# BEAST HERDS

## MSU - 4 395 POINTS




1295 pts (29.00 %) **Characters** (40 Max)   
 896 pts (20.00 %) **Core** (20 Least)   
 2204 pts (50.00 %) **Special** (0 NoLimit)   
 208 pts (5.00 %) **Ambush Predators** (60 Max)   
 0 pts (0.00 %) **Terrors of the Wild** (40 Max)

### Characters




**BEAST CHIEFTAIN #1**  
 Beast Chieftain - Standard - Infantry - 25x25mm

**255 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	
<b>Beast Chieftain</b>	3	5	4	1	4	Primal Instinct, Hand Weapon

**Options** | Battle Standard Bearer • Greater Totem Bearer • Great Weapon • Black Wing Totem • Blooded Horn Totem • Clouded Eye Totem • Gnarled Hide Totem




**SOOTHSAYER #1**  
 Soothsayer - Standard - Infantry - 25x25mm

**315 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	
<b>Soothsayer</b>	1	4	3	0	3	Primal Instinct, Hand Weapon

**Options** | Druidism • Wizard Adept • Dark Rain



**MINOTAUR WARLORD #1**  
 Minotaur Warlord - Large - Infantry - 40x40mm

**725 POINTS**



Global	Adv	Mar	Dis			Model Rules
	6"	12"	9			Strider, Fearless, Frenzy
Defensive	HP	Def	Res	Arm		
	5	5	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Minotaur Warlord</b>	5	6	6	3	5	Primal Instinct, Battle Focus, Impact Hits (D3, D3), Hand Weapon

**Options** | Paired Weapons • General • Eye of Dominance • Crown of Horns • Aaghor's Affliction • Twin Hungers

### Core



### WILDHORN HERD #1

Wildhorn Herd **x23** - Standard - Infantry - 25x25mm

**309** 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

Options	Paired Weapons • Musician • Standard Bearer • Banner of the Wild Herd
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### MONGREL HERD #1

Mongrel Herd **x33** - Standard - Infantry - 20x20mm

**379** POINTS



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

Options	Spear • Champion • Musician • Standard Bearer • Banner of the Wild Herd
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### FERAL HOUNDS #1

Feral Hounds **x8** - Standard - Beast - 25x50mm

**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 - 25x50mm

**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 **x4** - Large - Infantry - 40x40mm

**356** POINTS





<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	7	Strider, Scoring, Fearless, Frenzy	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Minotaur</b>	3	4	5	2	3
Primal Instinct, Battle Focus, Impact Hits (1, 1)					

<b>Options</b>	Paired Weapons • Musician
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	<b>MINOTAURS #2</b> Minotaurs x4 - Large - Infantry - 40x40mm	<b>356 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	7	Strider, Scoring, Fearless, Frenzy	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Minotaur</b>	3	4	5	2	3
Primal Instinct, Battle Focus, Impact Hits (1, 1)					

<b>Options</b>	Paired Weapons • Musician
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	<b>MINOTAURS #3</b> Minotaurs x4 - Large - Infantry - 40x40mm	<b>356 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	7	Strider, Scoring, Fearless, Frenzy	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Minotaur</b>	3	4	5	2	3
Primal Instinct, Battle Focus, Impact Hits (1, 1)					

<b>Options</b>	Paired Weapons • Musician
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	<b>MINOTAURS #4</b> Minotaurs x4 - Large - Infantry - 40x40mm	<b>356 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	7	Strider, Scoring, Fearless, Frenzy	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Minotaur</b>	3	4	5	2	3
Primal Instinct, Battle Focus, Impact Hits (1, 1)					

<b>Options</b>	Paired Weapons • Musician
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	<b>CENTAURS #1</b> Centaur x5 - Standard - Cavalry - 25x50mm	<b>195 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	7	Drunkard, Strider, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Centaur</b>	2	4	4	1	3 Primal Instinct

<b>Options</b>	Paired Weapons
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### CENTAURS #2


Centaurs x5 - Standard - Cavalry - 25x50mm

## 195 POINTS



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


<b>Options</b>	Paired Weapons
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### CENTAURS #3


Centaurs x5 - Standard - Cavalry - 25x50mm

## 195 POINTS



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


<b>Options</b>	Paired Weapons
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### CENTAURS #4

Centaurs x5 - Standard - Cavalry - 25x50mm

## 195 POINTS



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

<b>Options</b>	Paired Weapons
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## Magics

Racial Trait Spell

Casting	Range	Type	Duration
Echoes of the Dark Forest			

	<b>Casting</b>	<b>Range</b>	<b>Type</b>	<b>Duration</b>
<i>Mf</i>	<b>4+</b> [8+]	<b>18"</b> [36"]	<b>Augment</b>	<b>Last one Turn</b>
<b>The target gains Fear, Fearless, and Terror. Enemy units in base contact with the target suffer -1 Discipline.</b>				



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.

		<b>Casting</b>	<b>Range</b>	<b>Type</b>	<b>Duration</b>	<b>Effect</b>
<b>5</b>	Stone Skin	<b>9+ {8+}</b>	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains <b>+2 {+3}</b> Resilience.
<b>3</b>	Entwining Roots	<b>6+ {5+}</b>	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Forest</b> Terrain Feature on the board. The target suffers <b>-1 {-2}</b> Offensive Skill, <b>-1 {-2}</b> Defensive Skill, and <b>-1 {-2}</b> to hit with Shooting Attacks.
<b>4</b>	Summer Growth	<b>11+ {10+}</b>	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast**:</b> Raise <b>4 {6}</b> Health Points. <b>Towering Presence**:</b> Raise <b>1 {1}</b> Health Point. <b>Anything else***:</b> Raise <b>2 {3}</b> 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.
<b>6</b>	Spirits of the Wood	<b>7+ {6+}</b>	12"	Augment, {Universal}	Last 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). <i>{If the target is a friendly unit, it gains Strider (Forest).}</i>
<b>1</b>	Healing Waters	<b>7+ {6+}</b>	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude <b>(5+) {(4+)}</b> .
<b>A</b>	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit <b>Recovers {Raises}</b> 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
<b>0</b>	The Oaken Throne	<b>4+</b>	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 <b>red text</b> . The Oaken Throne must already be in play when a spell is cast in order to use the <b>{amplified}</b> 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).
<b>2</b>	Master of Earth	<b>6+ {5+}</b>	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 <b>4 {5}</b> , Armour Penetration <b>1 {2}</b> and Magical Attacks.

## Magic items

**Dark Rain:** One use only. This Artefact is automatically activated at the start of the first Game Turn (if the bearer is not on the Battlefield at this time, the item cannot be used). Its effects last until the end of the Game Turn. If the owner has the second Player Turn, all Shooting Attacks suffer -2 to hit during the opponent's Shooting Phase. If the owner has the first Player Turn, instead all Shooting Attacks suffer -1 to hit during the opponent's Shooting Phase.

**Aaghor's Affliction:** The wearer gains +1 Resilience and **Fortitude (4+)**, but automatically fails all of its Armour Saves.

**Crown of Horns:** The bearer's unit and all units within range of its Commanding Presence (if applicable) automatically pass Discipline Tests taken due to Primal Instinct.

**Eye of Dominance:** Close Combat Attacks from Beast, Cavalry, and Construct models will **always** hit the bearer only on a roll of 6+. If the attacking model is a multipart model, only model parts with Harnessed are affected.

**Twin Hungers:** Attacks made with this weapon gain **Lethal Strike** and become **Magical Attacks**. Whenever the wielder rolls a natural '6' to wound with a Close Combat Attack, and this attack causes an unsaved wound, the bearer Recovers 1 Health Point at the end of the Initiative Step. No more than 1 Health Point may be Recovered per phase in this manner.

## 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.

**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.

**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.

**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

**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:

**Light Armour:** Armor +1

**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.

**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.

**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 Chieftain #1



Soothsayer #1



Minotaur Warlord #1



Wildhorn Herd #1



Mongrel Herd #1



Feral Hounds #1



Feral Hounds #2



Minotaurs #1



Minotaurs #2



Minotaurs #3



Minotaurs #4



Centaurs #1



Centaurs #2



Centaurs #3



Centaurs #4

