



BEAST HERDS

BEAST - 7 024 POINTS



415 pts (4.00 %) 2775 pts (28.00 %) 2464 pts (25.00 %) 1370 pts (14.00 %) 2960 pts (30.00 %)
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 - 25x25mm

415 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	8				Wizard Apprentice, Blood Offering, Strider (Forest), Pack Tactics
Defensive	HP	Def	Res	Arm			
	3	4	5	0			
Offensive	Att	Off	Str	Ap	Agi		
Soothsayer	1	4	3	0	3	Hand Weapon, Primal Instinct	

Options

General • Shamanism • Wizard Master

Core



WILDHORN HERD #1

Wildhorn Herd x50 - Standard - Infantry - 25x25mm

565 POINTS



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

Options

Ambush • Paired Weapons and Throwing Weapons (5+) • Champion • Totem Bearer • Musician • Standard Bearer



WILDHORN HERD #1

Wildhorn Herd x50 - Standard - Infantry - 25x25mm

565 POINTS



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

Options

Ambush • Paired Weapons and Throwing Weapons (5+) • Champion • Totem Bearer • Musician • Standard Bearer



MONGREL HERD #1


Mongrel Herd x50 - Standard - Infantry - 20x20mm

385 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Scoring, Strider (Forest), Pack Tactics	
<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 Spear, Primal Instinct

Options	Ambush • Spear • Champion • Musician • Standard Bearer
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MONGREL HERD #1
Mongrel Herd **x50** - Standard - Infantry - 20x20mm

385 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Scoring, Strider (Forest), Pack Tactics	
<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 Spear, Primal Instinct

Options	Ambush • Spear • Champion • Musician • Standard Bearer
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MONGREL RAIDERS #1
Mongrel Raiders **x20** - Standard - Infantry - 20x20mm

180 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Strider, Pack Tactics, Light Troops, Skirmisher	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Hard Target (1)
<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 (4+)

Options	Ambush and Scout • Champion • Musician
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MONGREL RAIDERS #1
Mongrel Raiders **x20** - Standard - Infantry - 20x20mm

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Strider, Pack Tactics, Light Troops, Skirmisher	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Hard Target (1)
<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 (4+)

Options	Ambush and Scout • Champion • Musician
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RAIDING CHARIOTS #1
Raiding Chariots **x3** - Large - Construct - 50x100mm

315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Strider (Forest), Swiftstride, Light Troops		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew	1	4	3	0	3	Light Lance, Primal Instinct
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
War Hog(2)	1	3	4	1	2	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6)



FERAL HOUNDS #1

Feral Hounds x20 - Standard - Beast - 25x50mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	5	Insignificant, Ambush, Strider (Forest), Vanguard		
Defensive	HP	Def	Res	Arm		
	1	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Feral Hound	1	4	3	0	3	

Special



RAZORTUSK CHARIOT #1

Razortusk Chariot - Large - Construct - 50x100mm

225 POINTS



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



BRIAR BEAST #1

Briar Beast - Large - Beast - 40x40mm

85 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	"	10	Random Movement (3D6"), Fearless, Strider (Forest), Unbreakable, Sleeper, Fear		
Defensive	HP	Def	Res	Arm		
	3	3	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Briar Beast	D6+1	3	4	1	2	



GARGOYLES #1

Gargoyles x10 - Standard - Infantry - 20x20mm

200 POINTS



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

Options	Scout
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CENTAURS #1

Centaur x15 - Standard - Beast - 25x50mm

500 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Scoring, Tall, Drunkard, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Light Armour, Cannot be Stomped, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Centaur	2	4	4	1	3	Paired Weapons, Primal Instinct, Throwing Weapons

Options	Ambush • Throwing Weapons (5+) • Paired Weapons • Champion • Totem Bearer (one choice only) • Musician • Standard Bearer
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RAZORTUSK HERD #1

Razortusk Herd x10 - Large - Beast - 50x50mm

580 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	3	3	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Razortusk	4	3	5	2	2	Devastating Charge (+1 Str, +1 AP)



MINOTAURS #1

Minotaurs x10 - Large - Infantry - 40x40mm

874 POINTS



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

Options	Shield • Champion • Totem Bearer (one choice only) • Musician • Standard Bearer
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CYCLOPS #1

Cyclops - Gigantic - Infantry - 50x100mm

330 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Magic Resistance (3), Fearless, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	6	2	5	0	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Cyclops	5	2	6	3	3	Divine Attacks, Hurl Attack (4+)



GORTACH #1

Gortach - Gigantic - Infantry - 50x100mm

440 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Strength from Flesh, Fearless, Frenzy, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	6	3	6	0		
Offensive	Att	Off	Str	Ap	Agi	
Gortach	6	4	6	3	3	Primal Instinct, Impact Hits (D3), Battle Focus, Lethal Strike



JABBERWOCK #1

Jabberwock - Gigantic - Beast - 50x100mm

280 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Fearless, Strider (Forest), Aura of Madness, Fly (8", 16"), Light Troops		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	5	4	5	3		
Offensive	Att	Off	Str	Ap	Agi	
Jabberwock	4	4	5	2	3	Poison Attacks, Breath Attack (Str 3, AP 2)



BEAST GIANT #1

Beast Giant - Gigantic - Infantry - 50x75mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant Do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	Ap	Agi	
Beast Giant	5	3	5	2	3	Rage

Options

Big Brother • Beer Barrel

Magics

Racial Trait Spell

Casting	Range	Type	Duration
H Echoes of the Dark Forest			

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



Shamanism

		Casting	Range	Type	Duration	Effect
6	Break the Spirit	9+ [11+]	18" {36"}	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
4	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects] .
5	Totemic Summon	9+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
A	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" {48"}	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience] .
3	Savage Fury	5+ [8+]	12" {24"}	Universal	Last one Turn	The target gains Frenzy and Battle Focus.

Model Rules

- Aegis:**
- Ambush:**
- Aura of Madness:** Enemy units within 6" of one or more models with Aura of Madness suffer -1 Discipline.
- 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.
- Bow:**
- Breath Attack:**
- Cannot be Stomped:**
- 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.
- Divine Attacks:** Successful Aegis saves taken against the attack must be rerolled.
- 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).
- Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a

Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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: 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.

Giant See, Giant Do: Universal Rule.

The model gains Drunkard and Strider (Forest). At the end of a friendly Movement Phase, if the model is in contact with a Forest Terrain Feature it may lose its current weapon (if applicable) and gain Uprooted Tree.

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 with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Hunting Horn: While within 6" of one or more models with Hunting Horn, friendly units gain Devastating Charge (+1" Adv).

Hurl Attack: Catapult (4x4). Range 6-30"; Shots 1, Str 3 [7], AP 0 [4], **Divine Attacks, Magical Attacks, March and Shoot.** [[b]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.

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.

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.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

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.

Rage: Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

Sleeper: The model gains **Special Ambush (inside a Forest Terrain Feature)**, with the following exceptions: Immediately after step 2 of the owner's Movement Phase Sequence (including the owner's Player Turn 1), the owner may decide for each of their Briar Beasts if they will enter the Battlefield or not (no dice rolls are required).

Spear:

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.

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.

Tall:

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

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.

Soothsayer #1



Wildhorn Herd #1



Wildhorn Herd #1



Mongrel Herd #1



Mongrel Herd #1



Mongrel Raiders #1



Mongrel Raiders #1



Raiding Chariots #1



Razortusk Chariot #1



Briar Beast #1



Gargoyles #1



Cyclops #1



Gortach #1



Jabberwock #1



Beast Giant #1



Centaurs #1



Razortusk Herd #1



Minotaurs #1



Feral Hounds #1

