



BEAST HERDS

MINI TOURNOI DECEMBRE 20 - 4 309 POINTS



1560 pts (35.00 %) 975 pts (22.00 %) 1444 pts (32.00 %) 800 pts (18.00 %) 330 pts (7.00 %)

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

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

Characters



CHEF DE HARDE BESTIAL #1 SEIGNEUR GRONAX
Beast Chieftain - Large - Construct - 50x100mm

330 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	
Beast Chieftain	3	5	4	1	4	Primal Instinct, Hand Weapon



MOUNT RAIDING CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Light Troops, Strider, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
WildhornCrew(3)	1	4	3	0	3	Primal Instinct, Light Lance
War Hog(2)	1	3	4	1	2	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6, D6)

Options | Heavy Armour • Paired Weapons • Raiding Chariot • Hunting Call • General • Pillager Icon • Twin Hungers



ARUSPICE #1
Soothsayer - Large - Construct - 50x100mm

535 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




MOUNT RAIDING CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Light Troops, Strider, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
WildhornCrew(3)	1	4	3	0	3	Primal Instinct, Light Lance
War Hog(2)	1	3	4	1	2	Harnessed


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chassis			5	2		Inanimate, Impact Hits (D6, D6)

Options	Evocation • Raiding Chariot • Wizard Master • Light Armour • Sceptre of Power • Crystal Ball • Ancestral Carvings
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SEIGNEUR MINOTAURE #1
Minotaur Warlord - Large - Infantry - 40x40mm

695 POINTS



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

Options	Heavy Armour • Beast Axe • Dragon Staff • Aaghor's Affliction • Fatal Folly
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Core



CHAR MARAUDEUR #1
Raiding Chariots x3 - Large - Construct - 50x100mm

325 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	7"	7"	8				Strider, Light Troops, Swiftstride
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	4	4	4	2			Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance	
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, D6)		



CHAR MARAUDEUR #2
Raiding Chariots x3 - Large - Construct - 50x100mm

325 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	7"	7"	8				Strider, Light Troops, Swiftstride
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	4	4	4	2			Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance	
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, D6)		



CHAR MARAUDEUR #3
Raiding Chariots x3 - Large - Construct - 50x100mm

325 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Strider, Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light 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
War Hog (2)	1	3	4	1	2	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6, D6)

Special



HARDE DE LONGUES-CORNES #1
Longhorn Herd x20 - Standard - Infantry - 25x25mm

420 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Pack Tactics, Strider, Scoring, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Longhorn	1	4	4	1	3	Primal Instinct

Options | Champion • Musician • Standard Bearer • Halberd • Ambush • Blooded Horn Totem • Banner of Discipline



HARDE DE LONGUES-CORNES #2
Longhorn Herd x20 - Standard - Infantry - 25x25mm

420 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Pack Tactics, Strider, Scoring, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Longhorn	1	4	4	1	3	Primal Instinct

Options | Champion • Musician • Standard Bearer • Halberd • Ambush • Blooded Horn Totem • Banner of Discipline



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

604 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Minotaur	3	4	5	2	3	Primal Instinct, Battle Focus, Impact Hits (1, 1)

Options	Paired Weapons • Champion • Musician • Standard Bearer • Black Wing Totem • Banner of Speed
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Terrors of the Wild



CYCLOPE #1

Cyclops - Gigantic - Infantry - 50x100mm

330 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Strider, Fearless		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	2	5	0	Aegis (5+), Magic Resistance (3, 3)	
<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, Hurl Attack (4+, 4+)

Magics

Racial Trait Spell

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



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] .
4	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

Pillager Icon: All friendly units within 12" of the bearer comprised entirely of Razortusks or single model Chariots, excluding Characters, gain **Vanguard**.

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.

Ancestral Carvings: Attacks made with this weapon gain +2 Strength and +2 Armour Penetration, and become **Magical Attacks**. The wielder gains +2 Attack Value and **Distraction** while using this weapon.

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

Sceptre of Power: One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

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

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

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.

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

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

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: 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.

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.

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: 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 -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

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

Hurl Attack: Artillery Weapon.

Catapult (4x4). Range 6-36", Shots 1, Str 3 [7], AP 0 [4], Divine Attacks, Magical Attacks, [Multiple Wounds (D3, Clipped Wings)].

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).

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 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.

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.

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.

Chef de harde bestial #1 seigneur gronax



Aruspice #1



Seigneur minotaure #1



Char maraudeur #1



Char maraudeur #2



Char maraudeur #3



Harde de Longues-cornes #1



Harde de Longues-cornes #2



Minotaures #1



Cyclope #1

