



BEAST HERDS

TEST - 4 491 POINTS



1790 pts (40.00 %) 901 pts (20.00 %) 1520 pts (34.00 %) 280 pts (6.00 %) 596 pts (13.00 %)
Characters **Core** **Special** **Terrors of the Wild** **Ambush Predators**
 (40 Max) (20 Least) (0 NoLimit) (40 Max) (60 Max)

Characters

GRANDE BANNIERE

Beast Chieftain - Standard - Infantry - 25x25mm

360 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Strider (Forest), Pack Tactics	
Defensive	HP	Def	Res	Arm	
	3	5	5	0 (+2)	Heavy Armour, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Beast Chieftain	3	5	4	1	4

Options | Battle Standard Bearer • Greater Totem Bearer • Heavy Armour • Paired Weapons • Binding Scroll x1 • Rod of Battle

GENERAL

Beast Lord - Standard - Infantry - 25x25mm

435 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Strider (Forest), Pack Tactics	
Defensive	HP	Def	Res	Arm	
	3	6	5	0 (+2)	Heavy Armour, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Beast Lord	4	6	5	2	5

Options | General • Hunting Call • Heavy Armour • Paired Weapons • Dark Rain • Death Cheater • Twin Hungers

CHEF SUR CHAR

Beast Chieftain - Large - Construct - 50x100mm

320 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Strider (Forest), Pack Tactics	
Defensive	HP	Def	Res	Arm	
	3	5	5	0 (+1, +2)	Heavy Armour, Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Beast Chieftain	3	5	4	1	4

MOUNT RAIDING CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	7"	7"	C	Light Troops, Strider (Forest), Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi

<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
War Hog(2)	1	3	4	1	2	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate

Options	Shield • Heavy Armour • Raiding Chariot • Lucky Charm • Hawthorne Curse • Wild Form
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CHAMAN LVL 2
Soothsayer - Standard - Infantry - 25x25mm

340 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Strider (Forest), Wizard Apprentice, Pack Tactics, Blood Offering

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	0 (+1)	Light Armour


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Soothsayer	1	4	3	0	3	Primal Instinct, Hand Weapon

Options	Light Armour • Shamanism • Wizard Adept • Talisman of the Void • Ancestral Carvings
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CHAMAN LVL 2
Soothsayer - Standard - Infantry - 25x25mm

335 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Strider (Forest), Wizard Apprentice, Pack Tactics, Blood Offering

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	0 (+1)	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Soothsayer	1	4	3	0	3	Primal Instinct, Hand Weapon


Options	Light Armour • Druidism • Wizard Adept • Crystal Ball • Ancestral Carvings
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Core



GORS
Wildhorn Herd x16 - Standard - Infantry - 25x25mm

198 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	7	Scoring, Strider (Forest), Pack Tactics

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wildhorn	1	4	3	0	3	Primal Instinct, Throwing Weapons

Options	Ambush • Throwing Weapons (5+) • Musician
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GORS
Wildhorn Herd x15 - Standard - Infantry - 25x25mm


190 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>

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


Options	Ambush • Throwing Weapons (5+) • Musician
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CHIENS

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

104 POINTS




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




CHIENS

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

104 POINTS




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



CHARS


Raiding Chariots **x3** - Large - Construct - 50x100mm

305 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	7"	8	Light Troops, Strider (Forest), 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	
Impact Hits (D6), Inanimate					


Special



BESTIGORS

Longhorn Herd **x30** - Standard - Infantry - 25x25mm


540 POINTS



<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>		
5"	10"	8	Bodyguard (Beast Lord, Beast Chieftain), Scoring, Strider (Forest), Pack Tactics			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
1	4	4	0	Heavy Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Longhorn	1	4	4	1	3	Primal Instinct, Halberd


Options	Halberd • Champion • Musician • Standard Bearer
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BESTIGORS


Longhorn Herd **x30** - Standard - Infantry - 25x25mm

540 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
5"	10"	8	Bodyguard (Beast Lord, Beast Chieftain), Scoring, Strider (Forest), Pack Tactics			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
1	4	4	0	Heavy Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Longhorn	1	4	4	1	3	Primal Instinct, Halberd


Options	Halberd • Champion • Musician • Standard Bearer
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CENTIORS


Centaur x5 - Standard - Beast - 25x50mm

220 POINTS



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


Options	Lance • Champion • Musician
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CENTIORS

Centaur x5 - Standard - Beast - 25x50mm

220 POINTS



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

Options	Lance • Champion • Musician
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JABBERSLEYTH
Jabberwock - Gigantic - Beast - 50x100mm

280 POINTS



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

Breath Attack (Str 3, AP 2), Poison Attacks

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Echoes of the Dark Forest				
Mf	(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>				



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.

		Casting	Range	Type	Duration	Effect
1	Fountain of Youth	6+	12"	Augment, Focused	Instant	When resolving the spell, choose one of the following effects: • Recover 1 Health Point of a Character in the target unit. • Raise 4 Health Points of Standard Height R&F models without Tall in the unit. • Raise 2 Health Points of any other models in the unit.
2	Entwining Roots	(5+){8+}	18"	Hex	Last one Turn	The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.
3	Healing Waters	8+	18"	Augment	Last one Turn	The target gains Fortitude (6+) and Fortitude (+1, max 3+).
4	Master of Earth	(7+){8+}	(6"){18"}	Hex, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
5	Stone Skin	9+	18"	Augment	Last one Turn	Melee Attacks against the target can never wound on better than 5+.
6	Summer Growth	12"	11+	Ground	Instant	Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.



Shamanism

		Casting	Range	Type	Duration	Effect
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		Casting Range	Type	Duration	Effect	
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)
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].
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
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).
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
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.

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

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.

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Twin Hungers: Attacks made with this weapon gain **Lethal Strike**. 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 (unless the wielder's model was removed as a casualty in this Initiative Step). No more than 1 Health Point may be Recovered per phase in this manner.

Hawthorne Curse: Attacks made with this weapon gain **Devastating Charge (+2 Str, +2 AP)**. The weapon can be used as a Shooting Weapon (3+) with the following profile: Range 18", Shots 1, Str 3 [6], AP 10, **Area Attack (1x5)**, **Reload!**, [[b]Multiple Wounds (D3)/[b]]. This Shooting Attack never suffers negative to-hit modifiers.

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

Wild Form: At the start of the Melee Phase, the bearer may choose to gain either of the following: • +1 Strength, +1 Armour Penetration, and -1 Resilience • -1 Strength, -1 Armour Penetration, and +1 Resilience The effects last until the end of the Melee Phase.

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

Talisman of the Void: The bearer gains Channel (1).

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

Model Rules

Ambush:

Aura of Madness: Enemy units within " of one or more models with Aura of Madness suffer -1 Discipline.

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.

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.

Breath Attack:

Cannot be Stomped:

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).

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.

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

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. 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

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:

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

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 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.

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.

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

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

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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.

Bestigors



Gors



Gors



Chiens



Chiens



Chars



Grande bannière



General



Chef sur char



Chaman lvl 2



Chaman lvl 2



Bestigors



Centigors



Centigors



Jabbersleyth



