



BEAST HERDS

MINOTAURES FOR EVER - 900 POINTS



900 pts (18.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Ambush Predators** **Terrors of the Wild**
 (40 Max) (20 Least) (0 NoLimit) (60 Max) (40 Max)

Characters



BEBEL

Minotaur Warlord - Large - Infantry - 40x40mm

680 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	
Minotaur Warlord	5	6	6	3	5	Primal Instinct, Battle Focus, Impact Hits (D3, D3), Hand Weapon

Options	Beast Axe • General • Crown of Horns • Aaghor's Affliction • Fatal Folly
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Minotaur Chieftain - Large - Infantry - 40x40mm

220 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Strider, Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	4	4	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	AgI	
Minotaur Chieftain	4	5	5	2	4	Primal Instinct, Battle Focus, Impact Hits (D3, D3), Hand Weapon

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Echoes of the Dark Forest				
Mf	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>				

Magic items

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.

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.

Model Rules

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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.

Light Armour: Armor +1

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.

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.

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.

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