



BEAST HERDS

2 LEV4 - 4 423 POINTS



1730 pts (38.00 %) 925 pts (21.00 %) 1463 pts (33.00 %) 590 pts (13.00 %) 305 pts (7.00 %)

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

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

Characters



SOOTHSAYER #1

Soothsayer - Standard - Infantry - 25x25mm

435 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						

Options

Druidism • Wizard Master • Talisman of the Void



SOOTHSAYER #2

Soothsayer - Large - Construct - 50x100mm

520 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	
War Hog(2)	1	3	4	1	2	
Harnessed						
Chassis			5	2	Inanimate, Impact Hits (D6, D6)	

Options

Shamanism • Raiding Chariot • Wizard Master • Light Armour • Ancestral Carvings • Trickster's Cunning



BEAST CHIEFTAIN #1

Beast Chieftain - Standard - Infantry - 25x25mm


180 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


Options	Battle Standard Bearer • Great Weapon • Legion Standard x1
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BEAST LORD #1

Beast Lord - Large - Construct - 50x100mm

595 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Pack Tactics, Strider		

Defensive	HP	Def	Res	Arm	
	3	6	5	0	Light Armour

Offensive	Att	Off	Str	Ap	Agi	
Beast Lord	4	6	5	2	5	Primal Instinct, Hand Weapon



MOUNT RAZORTUSK CHARIOT


Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Light Troops, Strider, Swiftstride, Hunting Horn		

Defensive	HP	Def	Res	Arm	
	5	C	C	C+1	

Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew(3)	1	4	3	0	3	Primal Instinct, Light Lance
Razortusk	4	3	5	2	2	Harnessed, Devastating Charge
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)

Options	Shield • Heavy Armour • Lance • Razortusk Chariot • General • Eye of Dominance • Death Cheater • Titanic Might
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Core



WILDHORN HERD #1

Wildhorn Herd x24 - Standard - Infantry - 25x25mm

342 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	Primal Instinct


Options	Paired Weapons • Champion • Musician • Standard Bearer • Totem Bearer • Blooded Horn Totem • Banner of the Wild Herd
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WILDHORN HERD #2

Wildhorn Herd x39 - Standard - Infantry - 25x25mm

373 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	Primal Instinct

Options | Champion • Musician • Standard Bearer • Totem Bearer • Shield • Gnarled Hide Totem • Legion Standard

**MONGREL RAIDERS #1**
Mongrel Raiders x10 - Standard - Infantry - 20x20mm

105 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Pack Tactics, Strider, Light Troops, Skirmisher		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Mongrel Raider	1	3	3	0	3	Primal Instinct, Bow (4+, 4+)

Options

Champion

**MONGREL RAIDERS #2**
Mongrel Raiders x10 - Standard - Infantry - 20x20mm

105 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Pack Tactics, Strider, Light Troops, Skirmisher		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Mongrel Raider	1	3	3	0	3	Primal Instinct, Bow (4+, 4+)

Options

Champion

Special

**GARGOYLES #1**
Gargoyles x5 - Standard - Infantry - 20x20mm

140 POINTS



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

**CENTAURS #1**
Centaur x15 - Standard - Cavalry - 25x50mm

485 POINTS





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

Options	Great Weapon • Champion • Musician • Standard Bearer • Flaming Standard
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	CENTAURS #2	222 POINTS	
	Centaurs x6 - Standard - Cavalry - 25x50mm		



<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>	
Centaur	2	4	4	1	3	Primal Instinct

Options	Paired Weapons
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	LONGHORN HERD #1	466 POINTS	
	Longhorn Herd x24 - Standard - Infantry - 25x25mm		



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Pack Tactics, Strider, Scoring, Bodyguard		
<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

Options	Champion • Musician • Standard Bearer • Totem Bearer • Halberd • Black Wing Totem
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	LONGHORN HERD #2	150 POINTS	
	Longhorn Herd x10 - Standard - Infantry - 25x25mm		

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Pack Tactics, Strider, Scoring, Bodyguard		
<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

Terrors of the Wild

	JABBERWOCK #1	305 POINTS	
	Jabberwock - Gigantic - Beast - 50x100mm		

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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>Echoes of the Dark Forest</i>				
<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>				



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



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).
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.

		Casting	Range	Type	Duration	Effect
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.
A	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
5	Totemic Summon	10+ [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].

Magic items

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

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

Trickster's Cunning: Successful to-wound rolls against the wearer's model **must** be rerolled.

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

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.

Titanic Might: Attacks made with this enchanted weapon gain +3 Strength and become **Magical Attacks**.

Magic banners

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

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.

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains **Flaming Attacks**. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Model Rules

Aura of Madness: Universal Rule.
Enemy units within 6" of one or more models with **Aura of Madness** suffer -1 Discipline.

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.

Bow:

Breath Attack:

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.

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.

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.

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:

Heavy Armour: +2 Armor

Light Armour: Armor +1

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 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.

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: 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.

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.

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.

Soothsayer #1



Soothsayer #2



Beast Chieftain #1



Beast Lord #1



Wildhorn Herd #1



Wildhorn Herd #2



Mongrel Raiders #1



Mongrel Raiders #2



Gargoyles #1



Centaurs #1



Centaurs #2



Longhorn Herd #1



Longhorn Herd #2



Jabberwock #1

