



# BEAST HERDS

## MEATY MINOTAUR MASHUP - 4 274 POINTS



1500 pts (33.00 %) **830 pts (18.00 %)** 1624 pts (36.00 %) 395 pts (9.00 %) 320 pts (7.00 %)  
**Characters** **Core** **Special** **Ambush Predators** **Terrors of the Wild**  
 (40 Max) (20 Least) (0 NoLimit) (60 Max) (40 Max)

### Characters



#### DOOM

Minotaur Warlord - Large - Infantry - 40x40mm

645 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	
<b>Minotaur Warlord</b>	5	6	6	3	5	Primal Instinct, Battle Focus, Impact Hits (D3, D3), Hand Weapon

<b>Options</b>	Paired Weapons • General • Talisman of Shielding • Crown of Horns • Touch of Greatness
<b>Notes</b>	+50 Essence of Mithril, It is missing now for some reason



#### BATTLE STANDARD BULL

Minotaur Chieftain - Large - Infantry - 40x40mm

375 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	
<b>Minotaur Chieftain</b>	4	5	5	2	4	Primal Instinct, Battle Focus, Impact Hits (D3, D3), Hand Weapon

<b>Options</b>	Battle Standard Bearer • Greater Totem Bearer • Great Weapon
<b>Notes</b>	70 Destiny's call



#### BEST SHAMAN

Soothsayer - Standard - Infantry - 25x25mm

480 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	
<b>Soothsayer</b>	1	4	3	0	3	Primal Instinct, Hand Weapon

<b>Options</b>	Druidism • Wizard Master • Crystal Ball • Magical Heirloom • Potion of Strength
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### Core



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

115 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	
<b>Mongrel Raider</b>	1	3	3	0	3	Primal Instinct, Bow (4+, 4+)

<b>Options</b>	Scout, Ambush
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**MONGREL RAIDERS #2**  
Mongrel Raiders x10 - Standard - Infantry - 20x20mm

115 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	
<b>Mongrel Raider</b>	1	3	3	0	3	Primal Instinct, Bow (4+, 4+)

<b>Options</b>	Scout, Ambush
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**WILDHORN HERD #1**  
Wildhorn Herd x15 - Standard - Infantry - 25x25mm

205 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	
<b>Wildhorn</b>	1	4	3	0	3	Primal Instinct

<b>Options</b>	Standard Bearer • Paired Weapons and Throwing Weapons (5+)
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**MAGE BUNKER**  
Wildhorn Herd x15 - Standard - Infantry - 25x25mm

170 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	
<b>Wildhorn</b>	1	4	3	0	3	Primal Instinct

<b>Options</b>	Musician • Standard Bearer • Shield
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### AMBUSH WILDHORN HERD #1

Wildhorn Herd x15 - Standard - Infantry - 25x25mm

225 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** Standard Bearer • Paired Weapons and Throwing Weapons (5+) • Ambush

Special



### UDDER CHAOS

Minotaurs x7 - Large - Infantry - 40x40mm

714 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
Minotaur	3	4	5	2	3

Primal Instinct, Battle Focus, Impact Hits (1, 1)

**Options** Shield • Champion • Musician • Standard Bearer • Banner of Speed



### MOOOVERS AND SHAKERS

Minotaurs x5 - Large - Infantry - 40x40mm

530 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
Minotaur	3	4	5	2	3

Primal Instinct, Battle Focus, Impact Hits (1, 1)

**Options** Shield • Champion • Musician • Standard Bearer • Banner of Speed



### CENTAURS #1

Centaur x5 - Standard - Cavalry - 25x50mm

190 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** Throwing Weapons (5+)



### CENTAURS #2

Centaur x5 - Standard - Cavalry - 25x50mm

190 POINTS



<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

Throwing Weapons (5+)

## Terrors of the Wild



### GREG

Beast Giant - Gigantic - Infantry - 50x75mm

320 POINTS



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

#### Options

Giant Club

## Magics

### Racial Trait Spell

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

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Stone Skin	9+ {8+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains +2 {+3} Resilience.
<b>3</b>	Entwining Roots	6+ {5+}	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Forest</b> Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.
<b>4</b>	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast</b> **: Raise 4 {6} Health Points. <b>Towering Presence</b> ** : Raise 1 {1} Health Point. <b>Anything else</b> ***: 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.

		Casting	Range	Type	Duration	Effect
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). {If the target is a friendly unit, it gains Strider (Forest).}
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 Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.

## Magic items

**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.

**Talisman of Shielding:** The bearer gains Aegis (5+).

**Touch of Greatness:** Attacks made with this enchanted weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks. Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

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

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Potion of Strength:** One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

## Magic banners

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

## Model Rules

**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.

**Bow:**

**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.

**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.

**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.

**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:**

**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

**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.

**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.

**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.

**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.

**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.

DOOM



Battle Standard Bull



Best Shaman



Mongrel Raiders #1



Mongrel Raiders #2



Wildhorn Herd #1



Mage Bunker



Udder Chaos



Mooovers and Shakers



Centaurs #1



Centaurs #2



Greg



Ambush Wildhorn Herd #1

