



# BEAST HERDS

## KIT - 520 POINTS



0 pts (0.00 %) 360 pts (8.00 %) 160 pts (4.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Terrors of the Wild** **Ambush Predators**  
 (40 Max) (20 Least) (0 NoLimit) (40 Max) (60 Max)

### Core



**MONGREL HERD #1**  
 Mongrel Herd x20 - Standard - Infantry - 20x20mm

**135 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Scoring, Strider (Forest), Pack Tactics	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Mongrel</b>	1	3	3	0	3

Primal Instinct



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

**90 POINTS**



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

Primal Instinct, Bow (4+)



**MONGREL HERD #2**  
 Mongrel Herd x20 - Standard - Infantry - 20x20mm

**135 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Scoring, Strider (Forest), Pack Tactics	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Mongrel</b>	1	3	3	0	3

Primal Instinct

### Special




**FERAL HOUNDS #2**  
 Feral Hounds x5 - Standard - Beast - 25x50mm

**80 POINTS**



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	5	Insignificant, Ambush, 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>
<b>Feral Hound</b>	1	4	3	0	3



### FERAL HOUNDS #1

Feral Hounds x5 - Standard - Beast - 25x50mm

## 80 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	5	Insignificant, Ambush, 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>
<b>Feral Hound</b>	1	4	3	0	3

## Magics

Racial Trait Spell

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

## Model Rules

**Ambush:**

**Bow:**

**Hard Target:**

**Insignificant:**

**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.

**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.

**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.

**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.

### Qr codes of your army

Your 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.

Mongrel Herd #1



Feral Hounds #2



Mongrel Raiders #1



Mongrel Herd #2



Feral Hounds #1

