



# BEAST HERDS

## BENHUR - 2 050 POINTS



1400 pts (31.00 %) **650 pts (14.00 %) Core** 0 pts (0.00 %) **Special** 560 pts (12.00 %) **Ambush Predators** 0 pts (0.00 %) **Terrors of the Wild**  
 (40 Max) (20 Least) (0 NoLimit) (60 Max) (40 Max)

### Characters



#### SOOTHSAYER #1

Soothsayer - Large - Construct - 50x100mm

405 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	
Harnesses						
Chassis			5	2	Inanimate, Impact Hits (D6, D6)	

**Options** Shamanism • Raiding Chariot • Wizard Master



#### BEAST LORD #1

Beast Lord - Large - Construct - 50x100mm

565 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	
Razortusk	4	3	5	2	2	
Harnesses, Devastating Charge						

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Chassis</b>			5	2		Inanimate, Impact Hits (D6+1, D6+1)

**Options** | Hunting Call • Shield • Heavy Armour • Lance • Razortusk Chariot • General • Obsidian Rock • Death Cheater • Cleansing Light




### BEAST CHIEFTAIN #1

Beast Chieftain - Large - Construct - 50x100mm

## 430 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	5"	10"	8				Pack Tactics, Strider
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	3	5	5	0		Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Beast Chieftain</b>	3	5	4	1	4	Primal Instinct, Hand Weapon	




### MOUNT RAIDING CHARIOT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	7"	7"	C				Light Troops, Strider, Swiftstride
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	4	C	C	C+2			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>WildhornCrew(3)</b>	1	4	3	0	3	Primal Instinct, Light Lance	
<b>War Hog(2)</b>	1	3	4	1	2	Harnessed	
<b>Chassis</b>			5	2	Inanimate, Impact Hits (D6, D6)		

**Options** | Battle Standard Bearer • Shield • Heavy Armour • Beast Axe • Raiding Chariot • Stalker's Standard x1 • Dusk Forged • Basalt Infusion


## Core



### RAIDING CHARIOTS #2

Raiding Chariots x3 - Large - Construct - 50x100mm

## 325 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	7"	7"	8				Strider, Light Troops, 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>		
<b>Wildhorn Crew</b>	1	4	3	0	3	Primal Instinct, Light Lance	
<b>Longhorn Crew</b>	1	4	4	1	3	Primal Instinct, Great Weapon	
<b>War Hog (2)</b>	1	3	4	1	2	Harnessed	
<b>Chassis</b>			5	2	Inanimate, Impact Hits (D6, D6)		



### RAIDING CHARIOTS #1

Raiding Chariots x3 - Large - Construct - 50x100mm

## 325 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	7"	7"	8				Strider, Light Troops, Swiftstride
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			

Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
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		Inanimate, Impact Hits (D6, D6)

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Echoes of the Dark Forest</b>				
Mf	4+ [8+]	18" [36"]	Augment	Last one Turn
The target gains Fear, Fearless, and Terror. Enemy units in base contact with the target suffer -1 Discipline.				



Shamanism

		Casting	Range	Type	Duration	Effect
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)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
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].
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

**Cleansing Light:** At the start of each Round of Combat, the wielder may choose to have attacks made with this enchanted weapon become Flaming Attacks and Magical Attacks.

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

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Dusk Forged:** The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

## Magic banners

**Stalker's Standard:** The bearer's unit gains Strider.

## Model Rules

**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.

**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

**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.

**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).

**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 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.

**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

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## 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.

Soothsayer #1



Beast Lord #1



Beast Chieftain #1



Raiding Chariots #2



Raiding Chariots #1

