



BEAST HERDS

MONSTER MASH 2.0 22.11.22 - 4 497 POINTS



1620 pts (36.00 %) 1087 pts (24.00 %) 0 pts (0.00 %) 1790 pts (40.00 %) 837 pts (19.00 %)

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

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

Characters



CENTAUR CHIEFTAIN #1

Centaur Chieftain - Standard - Cavalry - 25x50mm

305 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Strider, Drunkard, Looted Booze	
Defensive	HP	Def	Res	Arm	
	3	5	5	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Centaur Chieftain	4	5	5	2	4
Primal Instinct, Hand Weapon					

Options | Shield • Heavy Armour • Lucky Charm • Hawthorne Curse • Willow's Ward • Alchemist's Alloy



MINOTAUR WARLORD #1

Minotaur Warlord - Large - Infantry - 40x40mm

655 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Fearless, Frenzy, Strider	
Defensive	HP	Def	Res	Arm	
	5	5	5	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Minotaur Warlord	5	6	6	3	5
Battle Focus, Impact Hits, Primal Instinct, Hand Weapon					

Options | General • Paired Weapons • Crown of Horns • Destiny's Call • Touch of Greatness



MINOTAUR WARLORD #2

Minotaur Warlord - Large - Infantry - 40x40mm

660 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Fearless, Frenzy, Strider	
Defensive	HP	Def	Res	Arm	
	5	5	5	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Minotaur Warlord	5	6	6	3	5
Battle Focus, Impact Hits, Primal Instinct, Hand Weapon					

Options | Heavy Armour • Shield • Beast Axe • Death Cheater • Willow's Ward • Fatal Folly

Core



WILDHORN HERD #2

Wildhorn Herd x21 - Standard - Infantry - 25x25mm

299 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Scoring, Strider, Pack Tactics		
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 • Ambush • Paired Weapons and Throwing Weapons (5+) • Banner of Discipline



WILDHORN HERD #2

Wildhorn Herd x21 - Standard - Infantry - 25x25mm

299 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Scoring, Strider, Pack Tactics		
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 • Ambush • Paired Weapons and Throwing Weapons (5+) • Banner of Discipline



WILDHORN HERD #3

Wildhorn Herd x21 - Standard - Infantry - 25x25mm

299 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Scoring, Strider, Pack Tactics		
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 • Ambush • Paired Weapons and Throwing Weapons (5+) • Banner of Discipline



MONGREL RAIDERS #1

Mongrel Raiders x11 - Standard - Infantry - 20x20mm

95 POINTS



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



MONGREL RAIDERS #2
Mongrel Raiders x11 - Standard - Infantry - 20x20mm

95 POINTS



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

Terrors of the Wild



CYCLOPS #1
Cyclops - Gigantic - Infantry - 50x100mm

310 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Fearless, Strider, Hurl Attack	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	5	0	Aegis, Magic Resistance
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Cyclops	5	2	6	3	3



CYCLOPS #2
Cyclops - Gigantic - Infantry - 50x100mm

310 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Fearless, Strider, Hurl Attack	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	5	0	Aegis, Magic Resistance
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Cyclops	5	2	6	3	3



CYCLOPS #3
Cyclops - Gigantic - Infantry - 50x100mm

310 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Fearless, Strider, Hurl Attack	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	5	0	Aegis, Magic Resistance
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Cyclops	5	2	6	3	3



BEAST GIANT #3

Beast Giant - Gigantic - Infantry - 50x75mm

270 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	Fame
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BEAST GIANT #1

Beast Giant - Gigantic - Infantry - 50x75mm

295 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
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BEAST GIANT #2

Beast Giant - Gigantic - Infantry - 50x75mm

295 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
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
H Echoes of the Dark Forest				
<i>Mf</i>	(18") (36")	(4+) (8+)	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

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Hawthorne Curse: Attacks made with this weapon gain **Devastating Charge (+2 Str, +2 AP)** and become **Magical Attacks**. The weapon can be used as a Shooting Weapon (3+) with the following profile: Range 18" and " ; Shots 1, Str 3 [6], AP 10, **Area Attack (1x5)**, **Reload!**, **Multiple Wounds (D3)** [b]]. This Shooting Attack never suffers negative to-hit modifiers.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour

Penetration.

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.

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

Touch of Greatness: Attacks made with this 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).

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

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.

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Model Rules

Aegis:

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

Bow:

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

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).

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: At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

Giant See, Giant Do: The model gains Infernal Armour and **Infernal Brand**.

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:

Hurl Attack: Catapult (4x4). Range 6-36"; Shots 1, Str 3 [7], AP 0 [4], **Divine Attacks, Magical Attacks, Multiple Wounds (D3, Clipped Wings)**. A Cyclops that only Pivots (and moves no further) during its owner's Movement Phase ignores the to-hit modifier from Moving and Shooting in the next Shooting Phase.

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.

Looted Booze: One use only. May be activated at the start of any Player Turn. All models with Drunkard in the model's unit change from Sober to Drunk.

Magic Resistance:

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.

Rage: 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.

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.

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.

Centaur Chieftain #1



Minotaur Warlord #1



Minotaur Warlord #2



Wildhorn Herd #2



Wildhorn Herd #2



Wildhorn Herd #3



Mongrel Raiders #1



Mongrel Raiders #2



Cyclops #1



Cyclops #2



Cyclops #3



Beast Giant #3



Beast Giant #1



Beast Giant #2



