



BEAST HERDS

LIST BEAST HERDS #4 - 4 650 POINTS



1600 pts (32.00 %) **969 pts (19.00 %) Core** 1291 pts (26.00 %) **Special** 949 pts (19.00 %) **Ambush Predators** 790 pts (16.00 %) **Terrors of the Wild**
 (40 Max) (20 Least) (0 NoLimit) (60 Max) (40 Max)

Characters



GLORIAN

Beast Lord - Large - Construct - 50x100mm

480 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
Chassis			5	2	

Primal Instinct, Light Lance
 Harnessed, Devastating Charge
 Inanimate, Impact Hits (D6+1, D6+1)

Options	Throwing Weapons (4+) • Hunting Call • Razortusk Chariot • General
Magic items	Hawthorne Curse (Hand Weapon) • Obsidian Rock
Notes	wizardry crown



BEAST CHIEFTAIN #1

Beast Chieftain - Standard - Infantry - 25x25mm

260 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 • Throwing Weapons (4+) • Shield • Heavy Armour (Ghostly Guard) • Paired Weapons (Shield Breaker)
Magic items	Shield Breaker (Paired Weapons) • Ghostly Guard (Heavy Armour)



SOOTHSAYER #2

Soothsayer - Large - Construct - 50x100mm

305 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Pack Tactics, Blood Offering, Wizard Apprentice, Strider	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Soothsayer	1	4	3	0	3



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>
WildhornCrew(3)	1	4	3	0	3
					Primal Instinct, Light Lance
War Hog(2)	1	3	4	1	2
					Harnessed
Chassis			5	2	
					Inanimate, Impact Hits (D6, D6)

Options	Druidism • Raiding Chariot • Wizard Adept
Magic items	Ancestral Carvings (Hand Weapon)



SOOTHSAYER #1

Soothsayer - Large - Construct - 50x100mm

555 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Pack Tactics, Blood Offering, Wizard Apprentice, Strider	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Soothsayer	1	4	3	0	3



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>
WildhornCrew(3)	1	4	3	0	3
					Primal Instinct, Light Lance
War Hog(2)	1	3	4	1	2
					Harnessed
Chassis			5	2	
					Inanimate, Impact Hits (D6, D6)

Options	Shamanism • Raiding Chariot • Wizard Master
Magic items	Ancestral Carvings (Hand Weapon) • Seed of the Dark Forest • Dragon Staff

Core



MONGREL RAIDERS #1

Mongrel Raiders x10 - Standard - Infantry - 20x20mm

125 POINTS



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

<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	Primal Instinct, Bow (4+, 4+)

Options	Scout, Ambush • Champion
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MONGREL RAIDERS #2

Mongrel Raiders x10 - Standard - Infantry - 20x20mm

125 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	6	Pack Tactics, Strider, Light Troops, Skirmisher

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Hard Target (1, 1)

<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	Primal Instinct, Bow (4+, 4+)

Options	Scout, Ambush • Champion
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MONGREL RAIDERS #3

Mongrel Raiders x10 - Standard - Infantry - 20x20mm

125 POINTS





<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	6	Pack Tactics, Strider, Light Troops, Skirmisher

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Hard Target (1, 1)

<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	Primal Instinct, Bow (4+, 4+)


Options	Scout, Ambush • Champion
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FERAL HOUNDS #1

Feral Hounds x8 - Standard - Beast - 25x50mm


104 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	5	Strider, Vanguard, Ambush, Insignificant

<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>	
Feral Hound	1	4	3	0	3	



AMBUSH WILDHORN HERD #1

Wildhorn Herd x15 - Standard - Infantry - 25x25mm

245 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	7	Pack Tactics, Strider, Scoring

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wildhorn	1	4	3	0	3	Primal Instinct

Options	Champion • Musician • Standard Bearer • Paired Weapons and Throwing Weapons (5+) • Ambush
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AMBUSH WILDHORN HERD #2

Wildhorn Herd x15 - Standard - Infantry - 25x25mm

245 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

Options | Champion • Musician • Standard Bearer • Paired Weapons and Throwing Weapons (5+) • Ambush

Special



FERAL HOUNDS #2

Feral Hounds x5 - Standard - Beast - 25x50mm

80 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Strider, Vanguard, Ambush, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Feral Hound	1	4	3	0	3



LONGHORN HERD #1

Longhorn Herd x12 - Standard - Infantry - 25x25mm

218 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Pack Tactics, Strider, Scoring, Bodyguard	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	
				Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi
Longhorn	1	4	4	1	3

Options | Champion • Musician • Standard Bearer



HERMAN

Minotaurs x7 - Large - Infantry - 40x40mm

693 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 | Paired Weapons • Champion • Musician • Standard Bearer

Magic banners | Rending Banner (Banner Enchantment)

Notes | +1 attack



GARGOYLES #1

Gargoyles x5 - Standard - Infantry - 20x20mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	, Fly (9", 18", 9", Strider, Light Troops, Skirmisher, Swiftstride18")		
	9"	18"				
Defensive	HP	Def	Res	Arm	Hard Target (1, 1)	
	1	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	Primal Instinct, Devastating Charge
Gargoyle	2	4	3	0	3	

Options	Scout
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GARGOYLES #2

Gargoyles x5 - Standard - Infantry - 20x20mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	, Fly (9", 18", 9", Strider, Light Troops, Skirmisher, Swiftstride18")		
	9"	18"				
Defensive	HP	Def	Res	Arm	Hard Target (1, 1)	
	1	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	Primal Instinct, Devastating Charge
Gargoyle	2	4	3	0	3	

Options	Scout
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Terrors of the Wild



GORTACH #1

Gortach - Gigantic - Infantry - 50x100mm

490 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Strider, Fearless, Frenzy, Stubborn		
Defensive	HP	Def	Res	Arm		
	6	3	6	0		
Offensive	Att	Off	Str	Ap	Agi	, Battle , Strength from
Gortach	6	4	6	3	3	Primal Instinct, Lethal StrikeFocus , Impact Hits (D3, D3)Flesh



JABBERWOCK #1

Jabberwock - Gigantic - Beast - 50x100mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	, Fly (8",16", Strider, Light Troops, Fearless, Aura of Madness8",16")		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	5	4	5	3		
Offensive	Att	Off	Str	Ap	Agi	Poison Attacks, Breath Attack
Jabberwock	4	4	5	2	3	

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Echoes of the Dark Forest				
<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
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).}
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.
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.
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.
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.



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.

		Casting	Range	Type	Duration	Effect
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

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

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

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", Shots 1, Str 3 [6], AP 10, **Area Attack (1x5)**, **Reload!**, **[Multiple Wounds (D3)]**. This Shooting Attack never suffers negative to-hit modifiers.

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

Seed of the Dark Forest: One use only. Right before the battle (during step 7 of the Deployment Phase Sequence), the bearer **must** place a single Forest Terrain Feature that **must** be no larger than 10" in length and 6" in width on the Battlefield, not in contact with any other Terrain Feature except Open Terrain, more than 1" away from all enemy units, and with its centre within 12" of the bearer. All friendly models inside this Forest Terrain Feature gain a +1 Casting Modifier for Augment, Hex, and Universal spells, and add (+1/+1) to the Power Level of Totem Bound Spells they cast. A natural roll of '1' or '2' for Casting Attempts with a single Magic Dice from friendly models is **always** a failed Casting Attempt, regardless of any modifiers.

Shield Breaker: Attacks made with this enchanted weapon gain +6 Armour Penetration, become **Magical Attacks**, and can never wound on to-wound rolls better than 3+.

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Ambush:

Aura of Madness: Universal Rule.

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

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.

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.

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.

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 any other Discipline Test, the unit suffers -2 Discipline.

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.

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

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.

Insignificant:

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

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.

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.

Strength from Flesh: Attack Attribute – Close Combat.

Whenever a Gortach inflicts an unsaved wound with Lethal Strike (rolling a natural '6' to wound with a Close Combat Attack with Lethal Strike), the attack gains Multiple Wounds (D3), and the Gortach Recovers 1 Health Point at the end of the Initiative Step (unless the Gortach was removed as a casualty in this Initiative Step). No more than 1 Health Point may be Recovered by each Gortach per phase in this manner.

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

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.

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.

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.

Glorian



Beast Chieftain #1



Soothsayer #2



Soothsayer #1



Mongrel Raiders #1



Mongrel Raiders #2



Mongrel Raiders #3



Feral Hounds #2



Feral Hounds #1



Longhorn Herd #1



Herman



Gargoyles #1



Gargoyles #2



Gortach #1



Jabberwock #1



Ambush Wildhorn Herd #1



Ambush Wildhorn Herd #2

