



BEAST HERDS

LIST BEAST HERDS (v2020) #1 - 6 656 POINTS



1680 pts (39.00 %) 1014 pts (24.00 %) 967 pts (23.00 %) 2109 pts (49.00 %) 630 pts (15.00 %)
Characters **Core** **Special** **Ambush Predators** **Terrors of the Wild**
 (40 Max) (20 Least) (0 NoLimit) (60 Max) (40 Max)

Characters



BEAST LORD #1

Beast Lord - Large - Construct - 50x100mm

620 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+) • Shield • Heavy Armour (Wild Form) • Beast Axe • Razortusk Chariot
Magic items	Hawthorne Curse (Hand Weapon) • Wild Form (Heavy Armour) • Crown of the Wizard King • Binding Scroll



BEAST CHIEFTAIN #1

Beast Chieftain - Standard - Infantry - 25x25mm

460 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 • Greater Totem Bearer • Throwing Weapons (4+) • Shield (Willow's Ward) • Heavy Armour • Beast Axe (Fatal Folly) • Ambush • Hunting Call • General
Magic items	Fatal Folly (Beast Axe) • Willow's Ward (Shield) • Eye of Dominance
Magic banners	Banner of Speed (Battle Standard Bearer)



SOOTHSAYER #1

Soothsayer - Standard - Infantry - 25x25mm

600 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

Options	Paired Weapons • Shamanism • Wizard Master • Light Armour
Magic items	Ancestral Carvings (Hand Weapon) • Seed of the Dark Forest • Binding Scroll • Inscribing Burin

Core



MONGREL RAIDERS #1

Mongrel Raiders x10 - Standard - Infantry - 20x20mm

135 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
Mongrel Raider	1	3	3	0	3

Options	Scout, Ambush • Champion • Musician
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FERAL HOUNDS #1

Feral Hounds x8 - Standard - Beast - 25x50mm

104 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



RAIDING CHARIOT #1

Raiding Chariots x3 - Large - Construct - 50x100mm

325 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	7"	8	Strider, Light Troops, Swiftstride	
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)				



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

235 POINTS



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

Options	Spear • Champion • Musician • Standard Bearer • Ambush
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AMBUSH WILDHORN HERD #1
Wildhorn Herd x15 - Standard - Infantry - 25x25mm

215 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	Paired Weapons • Champion • Musician • Standard Bearer • Ambush
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Special



MINOTAURS #1
Minotaurs x3 - Large - Infantry - 40x40mm

287 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

, Battle
Primal InstinctFocus, Impact Hits (1, 1)

Options	Paired Weapons • Champion • Musician • Standard Bearer
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BRIAR BEAST #1
Briar Beast - Large - Beast - 40x40mm

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	10	Strider, Unbreakable, Fear, Random Movement (3D6, 3D6), Fearless, Sleeper	
Defensive	HP	Def	Res	Arm	
	3	3	5	0	
Offensive	Att	Off	Str	Ap	Agi
Briar Beast	D6+1	3	4	1	2



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		
	1	4	4	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Gargoyle	2	4	3	0	3	Primal Instinct, Devastating Charge

Options	Scout
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AMBUSH CENTAURS #1

Centaur x5 - Standard - Cavalry - 25x50mm

240 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+) • Great Weapon • Champion • Musician • Standard Bearer • Ambush
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AMBUSH LONGHORN HERD #1

Longhorn Herd x10 - Standard - Infantry - 25x25mm

190 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	Primal Instinct

Options	Great Weapon • Champion • Musician • Standard Bearer • Ambush • Clouded Eye Totem
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Terrors of the Wild



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	
Jabberwock	4	4	5	2	3	Poison Attacks, Breath Attack



CYCLOPS #1

Cyclops - Gigantic - Infantry - 50x100mm

330 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Strider, Fearless		
Defensive	HP	Def	Res	Arm		
	6	2	5	0	, Magic Resistance (3, Aegis (5+3))	
Offensive	Att	Off	Str	Ap	Agi	
Cyclops	5	2	6	3	3	Divine Attacks, Hurl Attack (4+, 4+)

Magics

Racial Trait Spell

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



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

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

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Eye of Dominance: Close Combat Attacks from Beast, Cavalry, and Construct models will **always** hit the bearer only on a roll of 6+. If the attacking model is a multipart model, only model parts with **Harnessed** are affected.

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.

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.

Inscribing Burin: While the bearer has the centre of its base inside a Forest Terrain Feature, all friendly units with more than half of their models with the centre of their bases inside any Forest Terrain Feature on the Battlefield gain **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.

Wild Form: At the start of the Melee Phase, the bearer may choose to gain either of the following: • +1 Strength, +1 Armour Penetration, and -1 Resilience • -1 Strength, -1 Armour Penetration, and +1 Resilience The effects last until the end of the Melee Phase.

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.

Magic banners

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

Model Rules

Aegis:

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.

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).

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.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

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.

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

Hard Target:

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.

Heavy Armour: +2 Armor

Hurl Attack: Artillery Weapon.

Catapult (4×4). 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.

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).

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 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.

Looted Booze: One use only.

May be activated at the start of any Player Turn. All models with Drunkard in the bearer's unit change from Sober to Drunk.

Magic Resistance:

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.

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.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets. In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy

unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

Sleeper: Universal Rule.

The model follows the rules for Ambush with the following exceptions:

- Immediately after step 2 of the owner's Movement Phase Sequence (including the owner's Player Turn 1), the owner may decide for each of their Briar Beasts if they will enter the Battlefield or not (no dice rolls are required).
- When the model enters the Battlefield, it must be placed completely within any Forest Terrain Feature instead of having its Rear Facing touch the Board Edge. If the model cannot be placed, it cannot enter the Battlefield this turn.

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.

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

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.

Beast Lord #1



Beast Chieftain #1



Soothsayer #1



Minotaur Chieftain #1



Centaur Chieftain #1



Mongrel Herd #1



Mongrel Raiders #1



Feral Hounds #1



Longhorn Herd #1



Minotaurs #1



Centaurs #1



Raiding Chariot #1



Razortusk Herd #1



Briar Beast #1



Gargoyles #1



Jabberwock #1



Cyclops #1



Beast Giant #1



Gortach #1



Ambush Centaurs #1



Ambush Longhorn Herd #1



Ambush Mongrel Herd #1



Ambush Wildhorn Herd #1

