



BEAST HERDS

BEASTMENI - KLASIKA - 4 497 POINTS



1800 pts (40.00 %)	1000 pts (22.00 %)	1417 pts (31.00 %)	280 pts (6.00 %)	650 pts (14.00 %)
Characters	Core	Special	Terrors of the Wild	Ambush Predators
(40 Max)	(20 Least)	(0 NoLimit)	(40 Max)	(60 Max)

Characters



BEAST LORD #1

Beast Lord - Large - Construct - 50x100mm

635 POINTS



Global	Adv	Mar	Dis	Model Rules		
5"	10"	9	Strider (Forest), Pack Tactics			
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 (Forest), Swiftstride, Hunting Horn			
Defensive	HP	Def	Res	Arm		
5	C	C	C+1			
Offensive	Att	Off	Str	Ap	Agi	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Razortusk	4	3	5	2	2	Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate

Options	General • Hunting Call • Shield • Heavy Armour (Death Cheater) • Beast Axe (Fatal Folly) • Razortusk Chariot
Magic items	Obsidian Rock • Death Cheater (Heavy Armour) • Crown of Horns • Fatal Folly (Beast Axe)



BEAST CHIEFTAIN #1

Beast Chieftain - Standard - Infantry - 25x25mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules		
5"	10"	8	Strider (Forest), Pack Tactics			
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 • Great Weapon
Magic items	Lucky Charm • Essence of Mithril (Light Armour)
Magic banners	Aether Icon (Battle Standard Bearer)



SOOTHSAYER #1

Soothsayer - Large - Construct - 50x100mm

620 POINTS



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



MOUNT RAIDING CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	7"	7"	C	Light Troops, Strider (Forest), Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Wildhorn Crew	1	4	3	0	3
War Hog(2)	1	3	4	1	2
Chassis			5	2	

Options	Light Armour (Trickster's Cunning) • Shamanism • Wizard Master • Raiding Chariot
Magic items	Dragonfire Gem • Talisman of Shielding • Ancestral Carvings (Hand Weapon) • Trickster's Cunning (Light Armour)



SOOTHSAYER #2

Soothsayer - Large - Construct - 50x100mm

225 POINTS



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



MOUNT RAIDING CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	7"	7"	C	Light Troops, Strider (Forest), Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Wildhorn Crew	1	4	3	0	3
War Hog(2)	1	3	4	1	2
Chassis			5	2	

Options	Light Armour • Druidism • Raiding Chariot
Magic items	Magical Heirloom

Core



WILDHORN HERD #1



Wildhorn Herd x20 - Standard - Infantry - 25x25mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Scoring, Strider (Forest), Pack Tactics	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	
Offensive	Att	Off	Str	Ap	Agi
Wildhorn	1	4	3	0	3



Options	Ambush • Paired Weapons and Throwing Weapons (5+) • Champion • Musician • Standard Bearer
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	WILDHORN HERD #2 Wildhorn Herd x20 - Standard - Infantry - 25x25mm	270 POINTS	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	5" 10" 7	Scoring, Strider (Forest), Pack Tactics	
<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	Ambush • Paired Weapons and Throwing Weapons (5+) • Champion • Musician • Standard Bearer
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	MONGREL HERD #1 Mongrel Herd x30 - Standard - Infantry - 20x20mm	350 POINTS	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	5" 10" 6	Scoring, Strider (Forest), Pack Tactics	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	1 3 3 0	Shield	
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
Mongrel	1 3 3 0 3	Primal Instinct	

Options	Spear • Champion • Musician • Standard Bearer
Magic banners	Banner of the Wild Herd (Banner Enchantment)

	MONGREL RAIDERS #1 Mongrel Raiders x10 - Standard - Infantry - 20x20mm	110 POINTS	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	5" 10" 6	Light Troops, Skirmisher, Strider (Strider), Pack Tactics	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	1 3 3 0	Hard Target (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+)	

Options	Ambush and Scout
Special	

	BRIAR BEAST #1 Briar Beast - Large - Beast - 40x40mm	85 POINTS	
<i>Global</i>	<i>Adv</i> <i>Mar</i> <i>Dis</i>	<i>Model Rules</i>	
	3D6" " 10	Fear, Fearless, Random Movement (3D6"), Strider (Forest), Unbreakable, Sleeper	
<i>Defensive</i>	<i>HP</i> <i>Def</i> <i>Res</i> <i>Arm</i>		
	3 3 5 0		
<i>Offensive</i>	<i>Att</i> <i>Off</i> <i>Str</i> <i>Ap</i> <i>Agi</i>		
Briar Beast	D6+1 3 4 1 2		



BRIAR BEAST #2

Briar Beast - Large - Beast - 40x40mm

85 POINTS



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



LONGHORN HERD #1

Longhorn Herd x24 - Standard - Infantry - 25x25mm

457 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Bodyguard (Beast Lord, Beast Chieftain), Scoring, Strider (Forest), Pack Tactics	
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	Halberd • Champion • Musician • Standard Bearer
Magic banners	Banner of Discipline (Banner Enchantment)



CENTAURS #1

Centaur x10 - Standard - Beast - 25x50mm

305 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Scoring, Strider (Forest), Tall, Drunkard	
Defensive	HP	Def	Res	Arm	
	1	4	4	0, Light Armour, Cannot be Stomped, Shield	
Offensive	Att	Off	Str	Ap	Agi
Centaur	2	4	4	1	3 Primal Instinct

Options	Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)



RAZORTUSK HERD #1

Razortusk Herd x6 - Large - Beast - 50x50mm

350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Strider (Forest)	
Defensive	HP	Def	Res	Arm	
	3	3	5	0	
Offensive	Att	Off	Str	Ap	Agi
Razortusk	4	3	5	2	2 Devastating Charge (+1 Str, +1 AP)



GARGOYLES #1

Gargoyles x5 - Standard - Infantry - 20x20mm

135 POINTS



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

Terrors of the Wild



JABBERWOCK #1

Jabberwock - Gigantic - Beast - 50x100mm

280 POINTS



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

Magics

Racial Trait Spell

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



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
2	Entwining Roots	(5+){8+}	18"	Hex	Last one Turn	The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.
3	Healing Waters	8+	18"	Augment	Last one Turn	The target gains Fortitude (6+) and Fortitude (+1, max 3+).
4	Master of Earth	(7+){8+}	(6"){18"}	Hex, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
5	Stone Skin	9+	18"	Augment	Last one Turn	Melee Attacks against the target can never wound on better than 5+.
6	Summer Growth	12"	11+	Ground	Instant	Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.
1	Fountain of Youth	6+	12"	Augment, Focused	Instant	When resolving the spell, choose one of the following effects: <ul style="list-style-type: none"> • Recover 1 Health Point of a Character in the target unit. • Raise 4 Health Points of Standard Height R&F models without Tall in the unit. • Raise 2 Health Points of any other models in the unit.



Shamanism

Shamanism

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Totemic Summon	9+ [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 +2 Strength and +2 Armour Penetration. The wielder gains +2 Attack Value and **Distracting** while using this weapon.

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.

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

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Fatal Folly: 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.

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

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

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

Talisman of Shielding: The bearer gains Aegis (5+).

Trickster's Cunning: Successful to-wound rolls against the wearer's model **must** be rerolled.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

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.

Banner of the Wild Herd: One use only. A single Banner of the Wild Herd per unit may be activated at the start of each Round of Combat. For the duration of this Round of Combat, all Mongrel Herd and Wildhorn Herd models in the bearer's unit gain +1 Strength and +1 Armour Penetration.

Model Rules

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

Blood Offering: 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 on 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:

Cannot be Stomped:

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.

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).

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.

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

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 consisting entirely of models with Pack Tactics gain Devastating Charge (Swiftstride) while they are Located in the Charged unit's Flank or Rear Arc.

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: 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.

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: The model gains **Special Ambush (inside a Forest Terrain Feature)**, 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).

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.

Tall:

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.

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

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.

Beast Lord #1



Beast Chieftain #1



Soothsayer #1



Soothsayer #2



Wildhorn Herd #1



Wildhorn Herd #2



Mongrel Herd #1



Mongrel Raiders #1



Briar Beast #1



Briar Beast #2



Longhorn Herd #1



Centaurs #1



Razortusk Herd #1



Jabberwock #1



Gargoyles #1



