



BEAST HERDS

ZIEGEN - 750 PUNKTE - v2.0 - 1 521 POINTS



217 pts (14.00%) 0 pts (0.00%) 0 pts (0.00%) 220 pts (14.00%) 1084 pts (71.00%) 0 pts (0.00%)

Heroes **Rare** **Lords** **Special** **Core** **Mount**

(50 Max) (25 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

Heroes



CENTAUR CHIEFTAIN #1

Centaur Chieftain - Standard - Infantry - 20x20mm

217 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Centaur Chieftain	8	5	4	5	5	2	4	4	8	War Beast
Bonus General	-	-	-	-	-	+1	-	-	-	
Model Rules	Drunkard • Half Horse • Hoof Father • Strider (Forest) • Primal Instinct • Light Armour									

Options	May upgrade to Totem Bearer • May take Looted Booze • Heavy Armour • Beast Axe • +1 Wound (General only)
Magic items	Hardened Shield • Dusk Stone

Core



CENTAURS (HOOF FATHER) #1

Centaur (Hoof Father) x5 - Standard - Infantry - 20x20mm

435 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Centaur	8	4	3	4	4	1	3	2	7	War Beast
Champion	8	5	4	4	4	1	3	3	7	
Model Rules	Strider (Forest) • Primal Instinct • Drunkard • Half Horse • Light Armour • Shield									

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



WILDHORN HERD #1

Wildhorn Herd x24 - Standard - Infantry - 20x20mm

649 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wildhorn	5	4	3	3	4	1	3	1	7	Infantry
Champion	5	5	4	3	4	1	3	2	7	
Model Rules	Strider (Forest) • Primal Instinct • Pack Tactics									

Options	Shields • Champion • Musician • Standard Bearer • May Ambush (max 25 models)
Magic banners	Icon of the Relentless Company (Banner Enchantment)

Special



RAZORTUSK CHARIOT #1

Razortusk Chariot - *Standard - Infantry - 20x20mm*

110 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	5	-	-	-	Chariot
Wildhorn Crew (1)	-	4	3	3	-	-	3	1	7	
Longhorn Crew (1)	-	4	3	4	-	-	3	1	8	
Razortusk (1)	7	3	-	5	-	-	2	4	6	
Model Rules	Impact Hits (+1) • Strider (Forest) • Light Armour • Mount's Protection (5+)									
Model Rules (Wildhorn Crew (1))	Primal Instinct • Light Lance									
Model Rules (Longhorn Crew (1))	Primal Instinct • Great Weapon									
Model Rules (Razortusk (1))	Thunderous Charge									



RAZORTUSK CHARIOT #2

Razortusk Chariot - *Standard - Infantry - 20x20mm*

110 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	5	-	-	-	Chariot
Wildhorn Crew (1)	-	4	3	3	-	-	3	1	7	
Longhorn Crew (1)	-	4	3	4	-	-	3	1	8	
Razortusk (1)	7	3	-	5	-	-	2	4	6	
Model Rules	Impact Hits (+1) • Strider (Forest) • Light Armour • Mount's Protection (5+)									
Model Rules (Wildhorn Crew (1))	Primal Instinct • Light Lance									
Model Rules (Longhorn Crew (1))	Primal Instinct • Great Weapon									
Model Rules (Razortusk (1))	Thunderous Charge									

Magics

Magic items

Dusk Stone:

Hardened Shield:

Magic banners

Gleaming Icon:

Icon of the Relentless Company:

Model Rules

Drunkard:

Great Weapon:

Half Horse:

Hoof Father:

Impact Hits (+1):

Light Armour:

Light Lance:

Mount's Protection (5+):

Pack Tactics:

Primal Instinct:

Shield:

Strider (Forest):

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.

Centaur Chieftain #1



Centaur (Hoof Father) #1



Razortusk Chariot #1



Razortusk Chariot #2



Wildhorn Herd #1

