



# BEAST HERDS

## GARRALUNAR - 205 POINTS



205 pts (10.00 %) **0 pts (0.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Ambush Predators** **Terrors of the Wild**  
 (40 Max) (20 Least) (0 NoLimit) (60 Max) (40 Max)

### Characters



#### CENTAUR CHIEFTAIN #1

Centaur Chieftain - Standard - Cavalry - 25x50mm

205 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Drunkard, Looted Booze, Strider	
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					

### 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>				

### Model Rules

**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.

**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

**Light Armour:** Armor +1

**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.

**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.

**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

