



BEAST HERDS

LIST BEAST HERDS (v2020) #4 - 4 090 POINTS



115 pts (3.00 %) 770 pts (17.00 %) 3205 pts (71.00 %) 80 pts (2.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Ambush Predators** **Terrors of the Wild**
 (40 Max) (20 Least) (0 NoLimit) (60 Max) (40 Max)

Characters



BEAST CHIEFTAIN #1

Beast Chieftain - Standard - Infantry - 25x25mm

115 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

Core



WILDHORN HERD #1

Wildhorn Herd x40 - Standard - Infantry - 25x25mm

385 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	Primal Instinct

Options	Champion • Musician • Standard Bearer • Shield • Gnarled Hide Totem
Magic banners	Banner of Discipline (Banner Enchantment)



WILDHORN HERD #2

Wildhorn Herd x40 - Standard - Infantry - 25x25mm

385 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	Primal Instinct

Options	Champion • Musician • Standard Bearer • Shield • Gnarled Hide Totem
Magic banners	Banner of Discipline (Banner Enchantment)

Special



RAIDING CHARIOT #1

Raiding Chariots - Large - Construct - 50x100mm

115 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	8	Strider, Light Troops, Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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)



RAIDING CHARIOT #2

Raiding Chariots - Large - Construct - 50x100mm

115 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	8	Strider, Light Troops, Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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)



RAIDING CHARIOT #3

Raiding Chariots - Large - Construct - 50x100mm

115 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	8	Strider, Light Troops, Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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)



RAIDING CHARIOT #4

Raiding Chariots - Large - Construct - 50x100mm

115 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	8	Strider, Light Troops, Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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)



CENTAURS #1

Centaurs x5 - Standard - Cavalry - 25x50mm

170 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	7	Drunkard, Strider, Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Centaur	2	4	4	1	3	Primal Instinct




CENTAURS #2

Centaurs x5 - Standard - Cavalry - 25x50mm

170 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	7	Drunkard, Strider, Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Centaur	2	4	4	1	3	Primal Instinct



CENTAURS #3

Centaurs x5 - Standard - Cavalry - 25x50mm

170 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	7	Drunkard, Strider, Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Centaur	2	4	4	1	3	Primal Instinct



CENTAURS #4

Centaurs x5 - Standard - Cavalry - 25x50mm

170 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	7	Drunkard, Strider, Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Centaur	2	4	4	1	3	Primal Instinct



RAZORTUSK CHARIOT #1

Razortusk Chariot - Large - Construct - 50x100mm

240 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	8	Strider, Light Troops, Swiftstride, Hunting Horn		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	4	5	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
Razortusk	4	3	5	2	2	Harnessed, Devastating Charge
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)




RAZORTUSK CHARIOT #2

Razortusk Chariot - Large - Construct - 50x100mm

240 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	8	Strider, Light Troops, Swiftstride, Hunting Horn		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	4	5	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
Razortusk	4	3	5	2	2	Harnessed, Devastating Charge
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)



RAZORTUSK CHARIOT #3

Razortusk Chariot - Large - Construct - 50x100mm

240 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	8	Strider, Light Troops, Swiftstride, Hunting Horn		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	4	5	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
Razortusk	4	3	5	2	2	Harnessed, Devastating Charge

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)




RAZORTUSK CHARIOT #4

Razortusk Chariot - Large - Construct - 50x100mm

240 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	8	Strider, Light Troops, Swiftstride, Hunting Horn		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	4	5	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
Razortusk	4	3	5	2	2	Harnessed, Devastating Charge
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)




RAZORTUSK HERD #1

Razortusk Herd - Large - Beast - 50x50mm

105 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	6	Strider		
<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>	
Razortusk	4	3	5	2	2	Devastating Charge



FERAL HOUNDS #1

Feral Hounds x5 - Standard - Beast - 25x50mm

80 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	



BRIAR BEAST #1

Briar Beast - Large - Beast - 40x40mm

100 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3D6"	"	10	Strider, Unbreakable, Fear, Random Movement (3D6, 3D6), Fearless, 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

100 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3D6"	"	10	Strider, Unbreakable, Fear, Random Movement (3D6, 3D6), Fearless, 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	



LONGHORN HERD #1

Longhorn Herd x40 - Standard - Infantry - 25x25mm

720 POINTS



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

Options

Halberd

Magics

Racial Trait Spell

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

Magic banners

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.

Model Rules

Ambush:

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.

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).

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.

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

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

Hunting Horn: Universal Rule.

All friendly units within 6" of one or more models with Hunting Horn gain +1" to their Charge Range rolls.

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:

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.

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.

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.

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.

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.

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.

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.

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 Chieftain #1



Wildhorn Herd #1



Wildhorn Herd #2



Raiding Chariot #1



Raiding Chariot #2



Raiding Chariot #3



Raiding Chariot #4



Centaur #1



Centaurs #2



Centaurs #3



Centaurs #4



Razortusk Chariot #1



Razortusk Chariot #2



Razortusk Chariot #3



Razortusk Chariot #4



Razortusk Herd #1



Feral Hounds #1



Briar Beast #1



Briar Beast #2



Longhorn Herd #1

