



BEAST HERDS

LIST BEAST HERDS - V1 #1 - 4 087 POINTS



427 pts (10.00 %) 400 pts (10.00 %) 340 pts (8.00 %) 1100 pts (27.00 %) 1820 pts (45.00 %) 125 pts (3.00 %)

Heroes (50 Max) **Rare** (25 Max) **Lords** (50 Max) **Special** (50 Max) **Core** (25 Least) **Mount** (0 NoLimit)

Lords



BEAST LORD #1

Beast Lord - Standard - Infantry - 20x20mm

340 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Beast Lord	5	6	4	5	5	3	5	4	9	Infantry
Chariot	-	-	-	5	5	5	-	-	-	Chariot
Wildhorn Crew (1)	-	4	3	3	-	-	3	1	7	
Razortusk (1)	7	3	-	5	-	-	2	4	6	Chariot
Model Rules	Strider (Forest) • Primal Instinct • Pack Tactics • Light Armour									
Model Rules (Chariot)	Thunderous Charge • Strider (Forest) • Primal Instinct • Light Armour • Light Lance • Mount's Protection (5+)									
Model Rules (Chariot)	Thunderous Charge • Strider (Forest) • Primal Instinct • Light Armour • Light Lance • Mount's Protection (5+)									

Options	Shield • Beast Axe • Mount : Razortusk Chariot • May take Hunting Call
Magic items	Armour of Destiny • Dusk Stone • Divine Icon

Heroes



BEAST CHIEFTAIN - BSB

Beast Chieftain - BSB - Standard - Infantry - 20x20mm

187 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Beast Chieftain	5	5	4	4	5	2	4	3	8	Infantry
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Wildhorn Crew (1)	-	4	3	3	-	-	3	1	7	
War Hog (2)	7	3	-	4	-	-	2	1	3	
Model Rules	Strider (Forest) • Primal Instinct • Pack Tactics • Light Armour									
Model Rules (Chariot)	Primal Instinct • Strider (Forest) • Light Troops • Light Armour • Light Lance • Mount's Protection (5+)									
Model Rules (Chariot)	Primal Instinct • Strider (Forest) • Light Troops • Light Armour • Light Lance • Mount's Protection (5+)									

Options	May upgrade to Totem Bearer • Shield • Heavy Armour • Beast Axe • Mount : Raiding Chariot
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SOOTHSAYER #1

Soothsayer - Standard - Infantry - 20x20mm

110 POINTS



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

Options	Level 2 (Wizard Apprentice) • Soothsayer Staff • Ambush
Magic	Level 1 Wizard Apprentice . May generate spells from the Path of Wilderness, Death, Shadows or Nature



SOOTHSAYER #2

Soothsayer - Standard - Infantry - 20x20mm

130 POINTS



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

Options	Level 2 (Wizard Apprentice) • Soothsayer Staff
Magic items	Dark Rain
Magic	Level 1 Wizard Apprentice . May generate spells from the Path of Wilderness, Death, Shadows or Nature

Core



FERAL HOUNDS #1

Feral Hounds x5 - Standard - Infantry - 20x20mm

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Hound	7	4	-	3	3	1	3	1	5	War Beast
Model Rules	Vanguard • Ambush • Insignificant • Strider (Forest)									



FERAL HOUNDS #2

Feral Hounds x5 - Standard - Infantry - 20x20mm

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Hound	7	4	-	3	3	1	3	1	5	War Beast
Model Rules	Vanguard • Ambush • Insignificant • Strider (Forest)									



FERAL HOUNDS #3

Feral Hounds x5 - Standard - Infantry - 20x20mm

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Hound	7	4	-	3	3	1	3	1	5	War Beast
Model Rules	Vanguard • Ambush • Insignificant • Strider (Forest)									



RAIDING CHARIOT #1

Raiding Chariot x3 - Standard - Infantry - 20x20mm

205 POINTS



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



RAIDING CHARIOT #2
Raiding Chariot x3 - Standard - Infantry - 20x20mm

205 POINTS



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



WILDHORN HERD #2
Wildhorn Herd x25 - Standard - Infantry - 20x20mm

640 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	Paired Weapons • Champion • Musician • Standard Bearer • May Ambush (max 25 models)
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WILDHORN HERD #1
Wildhorn Herd x25 - Standard - Infantry - 20x20mm

650 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	Paired Weapons • Champion • Upgrade to Totem Bearer • Blooded Horn Totem • Musician • Standard Bearer • May Ambush (max 25 models)
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Special



LONGHORN HERD #1
Longhorn Herd x20 - Standard - Infantry - 20x20mm

1 100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Longhorn	5	4	3	4	4	1	3	1	8	Infantry
Champion	5	4	3	4	4	1	3	1	8	
Model Rules	Bodyguard (Beast Lord) • Strider (Forest) • Primal Instinct • Pack Tactics • Halberd • Heavy Armour									

Options	May Ambush (units of 20 or less models) • May replace Halberd with Great Weapon • Champion • Upgrade to Totem Bearer • Blooded Horn Totem • Musician • Standard Bearer
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Rare



CYCLOPS #1
Cyclops - Standard - Infantry - 20x20mm

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cyclop	7	2	3	6	5	6	3	5	8	Monster
Model Rules	Hurl Attack • Immune to Psychology • Strider (Forest) • Divine Attacks • Magic Resistance (3) • Ward Save (5+)									



GORTACH #1
Gortach - *Standard - Infantry - 20x20mm*

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gortach	7	4	-	6	6	6	3	6	9	Monster
Model Rules	Strength From Flesh • Locked Horns • Lethal Strike • Frenzy • Stubborn • Strider (Forest) • Impact Hits (D3) • Primal Instinct									

Magics

Magic items

Armour of Destiny:

Dark Rain:

Divine Icon:

Dusk Stone:

Model Rules

Ambush:

Blood Offering:

Bodyguard (Beast Lord):

Divine Attacks:

Frenzy:

Great Weapon:

Halberd:

Heavy Armour:

Hurl Attack:

Immune to Psychology:

Impact Hits (D3):

Insignificant:

Lethal Strike:

Light Armour:

Light Lance:

Light Troops:

Locked Horns:

Magic Resistance (3):

Mount's Protection (5+):

Pack Tactics:

Primal Instinct:

Strength From Flesh:

Strider (Forest):

Stubborn:

Vanguard:

Ward Save (5+):

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 - BSB



Beast Lord #1



Cyclops #1



Feral Hounds #1



Feral Hounds #2



Feral Hounds #3



Gortach #1



Longhorn Herd #1



Raiding Chariot #1



Raiding Chariot #2



Soothsayer #1



Soothsayer #2



Wildhorn Herd #2



Wildhorn Herd #1