



# BEAST HERDS

## LIST BEAST HERDS (v2020) #1 - 2 749 POINTS



1185 pts (26.00 %) **650 pts (14.00 %)** 914 pts (20.00 %) 1050 pts (23.00 %) 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 LORD #1

Beast Lord - Standard - Infantry - 25x25mm

265 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Pack Tactics, Strider	
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

#### Options

Hunting Call • Shield • Heavy Armour • Beast Axe • General



#### MINOTAUR WARLORD #1

Minotaur Warlord - Large - Infantry - 40x40mm

520 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Strider, Fearless, Frenzy	
Defensive	HP	Def	Res	Arm	
	5	5	5	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Minotaur Warlord	5	6	6	3	5

, Battle  
Primal InstinctFocus, Impact Hits (D3, D3), Hand Weapon

#### Options

Shield • Heavy Armour • Great Weapon



#### SOOTHSAYER #1

Soothsayer - Standard - Infantry - 25x25mm

400 POINTS



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

Primal Instinct, Hand Weapon

#### Options

Paired Weapons • Ambush • Wizard Master • Light Armour

### Core



**MONGREL HERD #1**  
Mongrel Herd x20 - Standard - Infantry - 20x20mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Pack Tactics, Strider, Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Mongrel</b>	1	3	3	0	3

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
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**AMBUSH WILDHORN HERD #1**  
Wildhorn Herd x20 - Standard - Infantry - 25x25mm

235 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
<b>Wildhorn</b>	1	4	3	0	3

<b>Options</b>	Champion • Musician • Standard Bearer • Shield • Ambush
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**AMBUSH WILDHORN HERD #2**  
Wildhorn Herd x15 - Standard - Infantry - 25x25mm

200 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
<b>Wildhorn</b>	1	4	3	0	3

<b>Options</b>	Champion • Musician • Standard Bearer • Shield • Ambush
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Special



**MINOTAURS #1**  
Minotaurs x6 - Large - Infantry - 40x40mm

554 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Strider, Scoring, Fearless, Frenzy	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Minotaur</b>	3	4	5	2	3

<b>Options</b>	Paired Weapons • Champion • Musician • Standard Bearer • Blooded Horn Totem
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# CENTAURS #1

Centaur x10 - Standard - Cavalry - 25x50mm

360 POINTS



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

<b>Options</b>	Paired Weapons • Champion • Musician • Standard Bearer • Black Wing Totem
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## 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

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**Blood Offering:** Universal Rule.

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 to a Character with Blood Offering in the unit.

**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.

**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.

**Frenzy:** A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is anyother Discipline Test, the unit suffers -2Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

**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

**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.

**Light Armour:** Armor +1

**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.

**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.

**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.

**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

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 Lord #1



Minotaur Warlord #1



Soothsayer #1



Mongrel Herd #1



Minotaurs #1



Centaur #1



Ambush Wildhorn Herd #1



Ambush Wildhorn Herd #2

