



# BEAST HERDS

## ALTERNATIVE - 6 029 POINTS



385 pts (6.00%) 0 pts (0.00%) 247 pts (4.00%) 2182 pts (36.00%) 3215 pts (53.00%) 0 pts (0.00%)

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

### Lords



#### BEAST LORD #1

Beast Lord - Standard - Infantry - 20x20mm

247 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Beast Lord         | 5  | 6  | 4  | 5 | 5 | 3 | 5 | 4 | 9  | Infantry |
| <b>Model Rules</b> | Strider (Forest) • Primal Instinct • Pack Tactics • Light Armour |    |    |   |   |   |   |   |    |          |

|                    |  |
|--------------------|--|
| <b>Options</b>     | Heavy Armour • May take Hunting Call   |
| <b>Magic items</b> | Blessed Sword • Bluffer's Helm - cannot be taken by Large Targets • Talisman of Greater Shielding • Crown of Horns |

### Heroes



#### BEAST CHIEFTAIN #1

Beast Chieftain - Standard - Infantry - 20x20mm

100 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Beast Chieftain    | 5  | 5  | 4  | 4 | 5 | 2 | 4 | 3 | 8  | Infantry |
| <b>Model Rules</b> | Strider (Forest) • Primal Instinct • Pack Tactics • Light Armour |    |    |   |   |   |   |   |    |          |

|                |   |
|----------------|---|
| <b>Options</b> | May upgrade to Totem Bearer • May take Throwing Weapons • Paired Weapons • Ambush |
|----------------|---|



#### BEAST CHIEFTAIN - BSB

Beast Chieftain - BSB - Standard - Infantry - 20x20mm

175 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Beast Chieftain    | 5  | 5  | 4  | 4 | 5 | 2 | 4 | 3 | 8  | Infantry |
| <b>Model Rules</b> | Strider (Forest) • Primal Instinct • Pack Tactics • Light Armour |    |    |   |   |   |   |   |    |          |

|                    |  |
|--------------------|--|
| <b>Options</b>     | May upgrade to Totem Bearer • Shield • Beast Axe |
| <b>Magic items</b> | Armour of Fortune • Pillager Icon                |



#### 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 |
| <b>Model Rules</b> | Strider (Forest) • Primal Instinct • Blood Offering • Pack Tactics |    |    |   |   |   |   |   |    |          |

|                    |   |
|--------------------|---|
| <b>Magic items</b> | Seed of the Dark Forest   |
| <b>Magic</b>       | Level 1 Wizard Apprentice . May generate spells from the Path of Wilderness, Death, Shadows or Nature |

### Core



### FERAL HOUNDS #1

Feral Hounds x10 - Standard - Infantry - 20x20mm

60 POINTS



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



### MONGREL HERD #1

Mongrel Herd x40 - Standard - Infantry - 20x20mm

1 750 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Mongrel            | 5  | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 6  | Infantry |
| Champion           | 5  | 4  | 4  | 3 | 3 | 1 | 3 | 2 | 6  |          |
| <b>Model Rules</b> | Strider (Forest) • Primal Instinct • Pack Tactics • Shield |    |    |   |   |   |   |   |    |          |

#### Options

May take Spears • Champion • Musician • Standard Bearer



### RAIDING CHARIOT #1

Raiding Chariot x2 - Standard - Infantry - 20x20mm

140 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  |         |
| <b>Model Rules</b>                     | Strider (Forest) • Light Troops • Light Armour • Mount's Protection (5+) |    |    |   |   |   |   |   |    |         |
| <b>Model Rules (Wildhorn Crew (1))</b> | Primal Instinct • Light Lance  |    |    |   |   |   |   |   |    |         |
| <b>Model Rules (Longhorn Crew (1))</b> | Primal Instinct • Great Weapon   |    |    |   |   |   |   |   |    |         |



### WILDHORN HERD #1

Wildhorn Herd x20 - Standard - Infantry - 20x20mm

610 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  |          |
| <b>Model Rules</b> | Strider (Forest) • Primal Instinct • Pack Tactics |    |    |   |   |   |   |   |    |          |

#### Options

Shields • Champion • Musician • Standard Bearer • May Ambush (max 25 models)



### WILDHORN HERD #2

Wildhorn Herd x20 - Standard - Infantry - 20x20mm

655 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  |          |
| <b>Model Rules</b> | Strider (Forest) • Primal Instinct • Pack Tactics |    |    |   |   |   |   |   |    |          |

#### Options

Paired Weapons • May take Throwing Weapons • Champion • Musician • Standard Bearer • May Ambush (max 25 models)

#### Magic banners

Banner of the Wild Herd (Banner Enchantment)

Special



### CENTAURS #1

Centaur x5 - Standard - Infantry - 20x20mm

415 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  |           |
| <b>Model Rules</b> | Strider (Forest) • Primal Instinct • Drunkard • Half Horse • Light Armour • Shield |    |    |   |   |   |   |   |    |           |

|                |   |
|----------------|---|
| <b>Options</b> | Champion • Musician • Standard Bearer • Light Lance |
|----------------|---|



### LONGHORN HERD #1

Longhorn Herd x26 - Standard - Infantry - 20x20mm

1 173 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  |          |
| <b>Model Rules</b> | Bodyguard (Beast Lord) • Strider (Forest) • Primal Instinct • Pack Tactics • Halberd • Heavy Armour |    |    |   |   |   |   |   |    |          |

|                |   |
|----------------|---|
| <b>Options</b> | May replace Halberd with Great Weapon • Champion • Musician • Standard Bearer |
|----------------|---|

|                      |   |
|----------------------|---|
| <b>Magic banners</b> | Banner of Discipline (Banner Enchantment) |
|----------------------|---|



### MINOTAURS #1

Minotaurs x4 - Standard - Infantry - 20x20mm

464 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type               |
|--------------------|--|----|----|---|---|---|---|---|----|--------------------|
| Minotaur           | 6  | 4  | 3  | 5 | 4 | 3 | 3 | 3 | 7  | Monstrous Infantry |
| Champion           | 6  | 5  | 4  | 5 | 4 | 3 | 3 | 4 | 7  |                    |
| <b>Model Rules</b> | Frenzy • Strider (Forest) • Impact Hits (1) • Primal Instinct • Light Armour |    |    |   |   |   |   |   |    |                    |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Great Weapon • Upgrade to Totem Bearer • Gnarled Hide Totem |
|----------------|--|



### RAZORTUSK CHARIOT #1

Razortusk Chariot - Standard - Infantry - 20x20mm

130 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  |         |

|                    |  |
|--------------------|--|
| <b>Model Rules</b> | Impact Hits (+1) • Strider (Forest) • Light Armour • Mount's Protection (5+) |
|--------------------|--|

|  |                               |
|--|-------------------------------|
| <b>Model Rules (Wildhorn Crew (1))</b> | Primal Instinct • Light Lance |
|--|-------------------------------|

|  |                                |
|--|--------------------------------|
| <b>Model Rules (Longhorn Crew (1))</b> | Primal Instinct • Great Weapon |
|--|--------------------------------|

|                                    |                   |
|------------------------------------|-------------------|
| <b>Model Rules (Razortusk (1))</b> | Thunderous Charge |
|------------------------------------|-------------------|

|                |                       |
|----------------|-----------------------|
| <b>Options</b> | May take Hunting Horn |
|----------------|-----------------------|

## Magics

## Magic items

Armour of Fortune:

Blessed Sword:

Bluffer's Helm - cannot be taken by Large Targets:

Crown of Horns:

Pillager Icon:

**Seed of the Dark Forest:**

**Talisman of Greater Shielding:**

## **Magic banners**

**Banner of Discipline:**

**Banner of the Wild Herd:**

## **Model Rules**

**Ambush:**

**Blood Offering:**

**Bodyguard (Beast Lord):**

**Drunkard:**

**Frenzy:**

**Great Weapon:**

**Halberd:**

**Half Horse:**

**Heavy Armour:**

**Impact Hits (+1):**

**Impact Hits (1):**

**Insignificant:**

**Light Armour:**

**Light Lance:**

**Light Troops:**

**Mount's Protection (5+):**

**Pack Tactics:**

**Primal Instinct:**

**Shield:**

**Strider (Forest):**

**Thunderous Charge:**

**Vanguard:**

## **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



Beast Chieftain - BSB



Beast Lord #1



Centaurs #1



Feral Hounds #1



Longhorn Herd #1



Minotaurs #1



Mongrel Herd #1



Raiding Chariot #1



Razortusk Chariot #1



Soothsayer #1



Wildhorn Herd #1



Wildhorn Herd #2

