



BEAST HERDS

TEST - 4 344 POINTS



1470 pts (33.00 %) **Characters** (40 Max)
 1148 pts (26.00 %) **Core** (20 Least)
 1726 pts (38.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Terrors of the Wild** (40 Max)
 600 pts (13.00 %) **Ambush Predators** (60 Max)

Characters



MINOTAUR WARLORD #1


Minotaur Warlord - Large - Infantry - 40x40mm

690 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	9			Fearless, Frenzy, Strider
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 Focus , Impact Hits, Primal Instinct, Hand Weapon


Options	General • Paired Weapons (Twin Hungers)
Magic items	Aaghor's Affliction (Light Armour) • Twin Hungers (Paired Weapons) • Inscribing Burin • Obsidian Rock



MINOTAUR CHIEFTAIN #1

Minotaur Chieftain - Large - Infantry - 40x40mm

450 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	8			Fearless, Frenzy, Strider
Defensive	HP	Def	Res	Arm		
	4	4	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Minotaur Chieftain	4	5	5	2	4	Battle Focus , Impact Hits, Primal Instinct, Hand Weapon

Options	Battle Standard Bearer • Greater Totem Bearer • Heavy Armour (Death Cheater) • Shield
Magic items	Death Cheater (Heavy Armour)



CENTAUR CHIEFTAIN #1

Centaur Chieftain - Standard - Cavalry - 25x50mm

330 POINTS



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

Options	Shield • Heavy Armour • Lance (Supernatural Dexterity)
Magic items	Crown of the Wizard King • Supernatural Dexterity (Lance) • Shield Breaker (Hand Weapon)

Core



MONGREL RAIDERS #1

Mongrel Raiders x20 - Standard - Infantry - 20x20mm

170 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	10"	6			Light Troops, Skirmisher, Strider, Pack Tactics
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Hard Target	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mongrel Raider	1	3	3	0	3	Primal Instinct, Bow

Options	Musician • Ambush and Scout
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MONGREL RAIDERS #1 COPY

Mongrel Raiders x20 - Standard - Infantry - 20x20mm

170 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	10"	6			Light Troops, Skirmisher, Strider, Pack Tactics
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Hard Target	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mongrel Raider	1	3	3	0	3	Primal Instinct, Bow

Options	Musician • Ambush and Scout
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MONGREL RAIDERS #1 COPY COPY

Mongrel Raiders x20 - Standard - Infantry - 20x20mm

170 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	10"	6			Light Troops, Skirmisher, Strider, Pack Tactics
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Hard Target	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mongrel Raider	1	3	3	0	3	Primal Instinct, Bow

Options	Musician • Ambush and Scout
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MONGREL RAIDERS #1 COPY COPY

Mongrel Raiders x20 - Standard - Infantry - 20x20mm

170 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	10"	6			Light Troops, Skirmisher, Strider, Pack Tactics
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Hard Target	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mongrel Raider	1	3	3	0	3	Primal Instinct, Bow

Options	Musician • Ambush and Scout
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MONGREL HERD #2
Mongrel Herd x23 - Standard - Infantry - 20x20mm

234 POINTS



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

Options	Spear • Champion • Musician • Standard Bearer
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MONGREL HERD #2 COPY
Mongrel Herd x23 - Standard - Infantry - 20x20mm

234 POINTS



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

Options	Spear • Champion • Musician • Standard Bearer
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Special



MINOTAURS #2
Minotaurs x10 - Large - Infantry - 40x40mm

961 POINTS



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

Options	Champion • Musician • Standard Bearer • Totem Bearer (one choice only) • Paired Weapons • Black Wing Totem
Magic banners	Banner of the Relentless Company (Banner Enchantment)



FERAL HOUNDS #1
Feral Hounds x5 - Standard - Beast - 25x50mm

80 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Ambush, Insignificant, Strider, Vanguard	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Feral Hound	1	4	3	0	3



FERAL HOUNDS #1 COPY

Feral Hounds x5 - Standard - Beast - 25x50mm

80 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Ambush, Insignificant, Strider, Vanguard	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Feral Hound	1	4	3	0	3



CENTAURS #1

Centaur x15 - Standard - Cavalry - 25x50mm

515 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Scoring, Strider, Drunkard	
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	

Options | Lance • Champion • Musician • Standard Bearer • Totem Bearer (one choice only) • Black Wing Totem



BRIAR BEAST #1

Briar Beast - Large - Beast - 40x40mm

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	10	Fear, Fearless, Random Movement, Strider, Unbreakable, Sleeper	
Defensive	HP	Def	Res	Arm	
	3	3	5	0	
Offensive	Att	Off	Str	Ap	Agi
Briar Beast	D6+1	3	4	1	2

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Echoes of the Dark Forest				
Mf	(18") (36")	(4+) (8+)	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 items

Aghor's Affliction: The wearer gains +1 Resilience and **Fortitude (4+)**, but automatically fails all of its Armour Saves.

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Inscribing Burin: While the bearer has the centre of its base inside a Forest Terrain Feature, all friendly units with more than half of their models with the centre of their bases inside any Forest Terrain Feature on the Battlefield gain **Magic Resistance (2)**.

Obsidian Rock: The bearer gains Magic Resistance (2).

Shield Breaker: Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

Supernatural Dexterity: The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

Twin Hungers: Attacks made with this weapon gain **Lethal Strike** and become **Magical Attacks**. Whenever the wielder rolls a natural '6' to wound with a Close Combat Attack, and this attack causes an unsaved wound, the bearer Recovers 1 Health Point at the end of the Initiative Step. No more than 1 Health Point may be Recovered per phase in this manner.

Magic banners

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Model Rules

Ambush:

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

Bow:

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).

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.

Frenzy: At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

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

Hard Target:

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.

Insignificant:

Light Armour: Armor +1

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.

Looted Booze: One use only. May be activated at the start of any Player Turn. All models with Drunkard in the model's unit change from Sober to Drunk.

Pack Tactics: Units consisting entirely of models with Pack Tactics gain Devastating Charge (Swiftstride) while they are Located in the Charged unit's Flank or Rear Arc.

Primal Instinct: At the start of each Round of Combat that the model's unit is fighting, 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.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Sleeper: 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.

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.

Minotaur Warlord #1



Mongrel Raiders #1



Mongrel Raiders #1 copy



Mongrel Raiders #1 copy copy



Mongrel Raiders #1 copy copy



Minotaurs #2



Minotaur Chieftain #1



Mongrel Herd #2



Mongrel Herd #2 copy



Feral Hounds #1



Feral Hounds #1 copy



Centaurs #1



Briar Beast #1



Centaur Chieftain #1



