



# BEAST HERDS

## 20200123 - GEGEN LARS - 4 504 POINTS



1675 pts (37.00 %) **895 pts (20.00 %) Core** 1934 pts (43.00 %) **Special** 1150 pts (26.00 %) **Ambush Predators** 0 pts (0.00 %) **Terrors of the Wild**

(40 Max) (20 Least) (0 NoLimit) (60 Max) (40 Max)

### Characters



#### BEAST LORD #1

Beast Lord - Large - Construct - 50x100mm

630 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					



#### MOUNT RAZORTUSK CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	7"	7"	C	Light Troops, Strider, Swiftstride, Hunting Horn	
Defensive	HP	Def	Res	Arm	
	5	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Wildhorn Crew(3)	1	4	3	0	3
Razortusk	4	3	5	2	2
Chassis					
Inanimate, Impact Hits (D6+1, D6+1)					

<b>Options</b>	Hunting Call • Shield • Heavy Armour (Death Cheater) • Beast Axe (Fatal Folly) • Razortusk Chariot • General
<b>Magic items</b>	Fatal Folly (Beast Axe) • Obsidian Rock • Death Cheater (Heavy Armour) • Crown of Horns



#### BEAST CHIEFTAIN #1

Beast Chieftain - Large - Construct - 50x100mm

475 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					




#### MOUNT RAIDING CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	7"	7"	C	Light Troops, Strider, Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
WildhornCrew(3)	1	4	3	0	3
Primal Instinct, Light Lance					

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>War Hog(2)</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>Harnessed</b>
<b>Chassis</b>			<b>5</b>	<b>2</b>		<b>Inanimate, Impact Hits (D6, D6)</b>

<b>Options</b>	Battle Standard Bearer • Greater Totem Bearer • Shield (Dusk Forged) • Heavy Armour (Basalt Infusion) • Beast Axe • Raiding Chariot
<b>Magic items</b>	Dusk Forged (Shield) • Basalt Infusion (Heavy Armour)



### SOOTHSAYER #1

Soothsayer - Large - Construct - 50x100mm

## 570 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	<b>5"</b>	<b>10"</b>	<b>8</b>				<b>Pack Tactics, Blood Offering, Wizard Apprentice, Strider</b>
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	<b>3</b>	<b>4</b>	<b>5</b>	<b>0</b>			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Soothsayer</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Primal Instinct, Hand Weapon</b>	



### MOUNT RAIDING CHARIOT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	<b>7"</b>	<b>7"</b>	<b>C</b>				<b>Light Troops, Strider, Swiftstride</b>
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	<b>4</b>	<b>C</b>	<b>C</b>	<b>C+2</b>			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>WildhornCrew(3)</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Primal Instinct, Light Lance</b>	
<b>War Hog(2)</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>Harnessed</b>	
<b>Chassis</b>			<b>5</b>	<b>2</b>	<b>Inanimate, Impact Hits (D6, D6)</b>		

<b>Options</b>	Shamanism • Raiding Chariot • Wizard Master • Light Armour (Trickster's Cunning)
<b>Magic items</b>	Ancestral Carvings (Hand Weapon) • Trickster's Cunning (Light Armour) • Talisman of Shielding

## Core



### RAIDING CHARIOT #1

Raiding Chariots x3 - Large - Construct - 50x100mm

## 325 POINTS



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



### RAIDING CHARIOT #2

Raiding Chariots x3 - Large - Construct - 50x100mm

## 325 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	<b>7"</b>	<b>7"</b>	<b>8</b>				<b>Strider, Light Troops, Swiftstride</b>

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
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<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	2	<b>Light Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Wildhorn Crew</b>	1	4	3	0	3	<b>Primal Instinct, Light Lance</b>
<b>Longhorn Crew</b>	1	4	4	1	3	<b>Primal Instinct, Great Weapon</b>
<b>War Hog (2)</b>	1	3	4	1	2	<b>Harnessed</b>
<b>Chassis</b>			5	2		<b>Inanimate, Impact Hits (D6, D6)</b>



**AMBUSH WILDHORN HERD #1**  
Wildhorn Herd x17 - Standard - Infantry - 25x25mm

245 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	7	<b>Pack Tactics, Strider, Scoring</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Wildhorn</b>	1	4	3	0	3	<b>Primal Instinct</b>

**Options** | Musician • Paired Weapons and Throwing Weapons (5+) • Ambush

Special



**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	<b>Strider, Light Troops, Swiftstride</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	2	<b>Light Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Wildhorn Crew</b>	1	4	3	0	3	<b>Primal Instinct, Light Lance</b>
<b>Longhorn Crew</b>	1	4	4	1	3	<b>Primal Instinct, Great Weapon</b>
<b>War Hog (2)</b>	1	3	4	1	2	<b>Harnessed</b>
<b>Chassis</b>			5	2		<b>Inanimate, Impact Hits (D6, D6)</b>



**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>		
	7"	7"	8	<b>Strider, Light Troops, Swiftstride</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	2	<b>Light Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Wildhorn Crew</b>	1	4	3	0	3	<b>Primal Instinct, Light Lance</b>
<b>Longhorn Crew</b>	1	4	4	1	3	<b>Primal Instinct, Great Weapon</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>War Hog (2)</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>Harnessed</b>
<b>Chassis</b>			<b>5</b>	<b>2</b>		<b>Inanimate, Impact Hits (D6, D6)</b>



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



### CENTAURS #1

Centaur x5 - Standard - Cavalry - 25x50mm

## 210 POINTS



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

<b>Options</b>	Lance
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### CENTAURS #2

Centaur x5 - Standard - Cavalry - 25x50mm

## 210 POINTS



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

<b>Options</b>	Lance
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### CENTAURS #3

Centaur x5 - Standard - Cavalry - 25x50mm


## 210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>8"</b>	<b>16"</b>	<b>7</b>	<b>Drunkard, Strider, Scoring</b>		

<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>
<b>Centaur</b>	2	4	4	1	3 Primal Instinct

<b>Options</b>	Lance
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	<b>MINOTAURS #1</b> Minotaurs x3 - Large - Infantry - 40x40mm	<b>257 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	7	Strider, Scoring, Fearless, Frenzy

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Minotaur</b>	3	4	5	2	3	Primal InstinctFocus, Battle, Impact Hits (1, 1)

<b>Options</b>	Paired Weapons
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	<b>MINOTAURS #2</b> Minotaurs x3 - Large - Infantry - 40x40mm	<b>257 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	7	Strider, Scoring, Fearless, Frenzy

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Minotaur</b>	3	4	5	2	3	Primal InstinctFocus, Battle, Impact Hits (1, 1)

<b>Options</b>	Paired Weapons
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	<b>AMBUSH LONGHORN HERD #1</b> Longhorn Herd x10 - Standard - Infantry - 25x25mm	<b>160 POINTS</b>	
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<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>	
<b>Longhorn</b>	1	4	4	1	3	Primal Instinct

<b>Options</b>	Halberd • Ambush
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	<b>AMBUSH LONGHORN HERD #2</b> Longhorn Herd x10 - Standard - Infantry - 25x25mm	<b>160 POINTS</b>	
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<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>	
	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>
<b>Longhorn</b>	1	4	4	1	3
<b>Primal Instinct</b>					

<b>Options</b>	Halberd • Ambush
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## Magics

### Racial Trait Spell

Casting	Range	Type	Duration
<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>			



Shamanism

		Casting	Range	Type	Duration	Effect
<b>5</b>	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.  Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
4	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

## Magic items

**Ancestral Carvings:** Attacks made with this weapon gain +2Strength and +2 Armour Penetration, and become **Magical Attacks**. The wielder gains +2 Attack Value and **Distraction** while using this weapon.

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Crown of Horns:** The bearer's unit and all units within range of its Commanding Presence (if applicable) automatically pass Discipline Tests taken due to Primal Instinct.

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

**Dusk Forged:** The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

**Fatal Folly:** Attacks made with this weapon become **Magical Attacks**. For each Close Combat Attack against the wielder's model that rolls a natural to-hit roll of '1', the wielder **must** perform a Close Combat Attack at the same Initiative Step (this overrides the normal restriction that Beast Axe attacks always strike at Initiative Step 0). This **must** be allocated towards the model (or Health Pool) that rolled the '1' to hit.

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

**Talisman of Shielding:** The bearer gains Aegis (5+).

**Trickster's Cunning:** Successful to-wound rolls against the wearer's model must be rerolled.

## 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.

**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.

**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 any other Discipline Test, the unit suffers -2 Discipline.

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.

**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 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).

**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.

**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.

**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.

**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



Beast Chieftain #1



Soothsayer #1



Raiding Chariot #1



Raiding Chariot #2



Raiding Chariot #3





Raiding Chariot #4



Razortusk Chariot #1



Centaurs #1



Centaurs #2



Centaurs #3



Minotaurs #1



Minotaurs #2



Ambush Longhorn Herd #1



Ambush Longhorn Herd #2



Ambush Wildhorn Herd #1

