



# BEAST HERDS

## 1000 POINTS - 2 267 POINTS




vs Marci

242 pts (11.00%)   200 pts (9.00%)   0 pts (0.00%)   1080 pts (48.00%)   745 pts (33.00%)   0 pts (0.00%)

**Heroes**   **Rare**   **Lords**   **Special**   **Core**   **Mount**

(50 Max)   (25 Max)   (50 Max)   (50 Max)   (25 Least)   (0 NoLimit)


### Heroes




**BEAST CHIEFTAIN #1**

Beast Chieftain - Standard - Infantry - 20x20mm

**147 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 • Heavy Armour									
<b>Magic items</b>	The Impaler • Crown of Horns									



**SOOTHSAYER #1**


Soothsayer - Standard - Infantry - 20x20mm

**95 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>Options</b>	Level 2 (Wizard Apprentice)									
<b>Magic</b>	Level 1 Wizard Apprentice . May generate spells from the Path of Wilderness, Death, Shadows or Nature									


### Core




**MONGREL RAIDERS #1**

Mongrel Raiders x10 - Standard - Infantry - 20x20mm

**50 POINTS**




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mongrel	5	3	3	3	3	1	3	1	6	Infantry
<b>Model Rules</b>	Strider (Forest) • Skirmisher • Primal Instinct • Pack Tactics • Short Bow									



**WILDHORN HERD #1**

Wildhorn Herd x30 - Standard - Infantry - 20x20mm

**695 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									
<b>Options</b>	Paired Weapons • Champion • Upgrade to Totem Bearer • Black Wing Totem • Musician • Standard Bearer									
<b>Magic banners</b>	Banner of the Wild Herd (Banner Enchantment)									

### Special



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

**1 080** 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									

**Options** | May replace Halberd with Great Weapon • Champion • Upgrade to Totem Bearer • Clouded Eye Totem • Musician • Standard Bearer

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
<b>Model Rules</b>	Hurl Attack • Immune to Psychology • Strider (Forest) • Divine Attacks • Magic Resistance (3) • Ward Save (5+)									

**Magics**

**Magic items**

**Crown of Horns:**

**The Impaler:**

**Magic banners**

**Banner of the Wild Herd:**

**Model Rules**

**Blood Offering:**

**Bodyguard (Beast Lord):**

**Divine Attacks:**

**Halberd:**

**Heavy Armour:**

**Hurl Attack:**

**Immune to Psychology:**

**Light Armour:**

**Magic Resistance (3):**

**Pack Tactics:**

**Primal Instinct:**

**Short Bow:**

**Skirmisher:**

**Strider (Forest):**

**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 #1



Cyclops #1



Longhorn Herd #1



Mongrel Raiders #1



Soothsayer #1



Wildhorn Herd #1

