



BEAST HERDS

BEAST1 - 5 300 POINTS



102 pts (2.00%) 200 pts (4.00%) 355 pts (7.00%) 1968 pts (37.00%) 2675 pts (50.00%) 0 pts (0.00%)

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

Lords



BEAST LORD #1

Beast Lord - Standard - Infantry - 20x20mm

125 POINTS



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



MINOTAUR WARLORD #1

Minotaur Warlord - Standard - Infantry - 20x20mm

230 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Minotaur Warlord	6	6	4	6	5	5	5	5	8	Monstrous Infantry
Model Rules	Lord of Bulls • Frenzy • Strider (Forest) • Impact Hits (D3) • Primal Instinct • Light Armour									

Heroes



BEAST CHIEFTAIN #1

Beast Chieftain - Standard - Infantry - 20x20mm

102 POINTS



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

Options May upgrade to Totem Bearer • Shield • Heavy Armour

Core



FERAL HOUNDS #1

Feral Hounds x5 - Standard - Infantry - 20x20mm

40 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Hound	7	4	-	3	3	1	3	1	5	War Beast
Model Rules	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	
Model Rules	Strider (Forest) • Primal Instinct • Pack Tactics • Shield									

Options

May take Spears • Champion • Musician • Standard Bearer



RAIDING CHARIOT #1

Raiding Chariot - Standard - Infantry - 20x20mm

75 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	
Model Rules	Strider (Forest) • Light Troops • Light Armour • Mount's Protection (5+)									
Model Rules (Wildhorn Crew (1))	Primal Instinct • Light Lance									
Model Rules (Longhorn Crew (1))	Primal Instinct • Great Weapon									



RAIDING CHARIOT #2

Raiding Chariot - Standard - Infantry - 20x20mm

75 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	
Model Rules	Strider (Forest) • Light Troops • Light Armour • Mount's Protection (5+)									
Model Rules (Wildhorn Crew (1))	Primal Instinct • Light Lance									
Model Rules (Longhorn Crew (1))	Primal Instinct • Great Weapon									



RAIDING CHARIOT #3

Raiding Chariot - Standard - Infantry - 20x20mm

75 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	
Model Rules	Strider (Forest) • Light Troops • Light Armour • Mount's Protection (5+)									
Model Rules (Wildhorn Crew (1))	Primal Instinct • Light Lance									
Model Rules (Longhorn Crew (1))	Primal Instinct • Great Weapon									



WILDHORN HERD #1

Wildhorn Herd x30 - Standard - Infantry - 20x20mm

660 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	
Model Rules	Strider (Forest) • Primal Instinct • Pack Tactics									

Options

Paired Weapons • Champion • Musician • Standard Bearer

Special

**LONGHORN HERD #1**

Longhorn Herd x30 - Standard - Infantry - 20x20mm

1 200 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	
Model Rules	Bodyguard (Beast Lord) • Strider (Forest) • Primal Instinct • Pack Tactics • Halberd • Heavy Armour									

Options

May replace Halberd with Great Weapon • Champion • Musician • Standard Bearer

**MINOTAURS #1**

Minotaurs x6 - Standard - Infantry - 20x20mm

548 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	
Model Rules	Frenzy • Strider (Forest) • Impact Hits (1) • Primal Instinct • Light Armour									

Options

Champion • Musician • Standard Bearer • Paired Weapons

**RAZORTUSK CHARIOT #1**

Razortusk Chariot - Standard - Infantry - 20x20mm

110 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	
Model Rules	Impact Hits (+1) • Strider (Forest) • Light Armour • Mount's Protection (5+)									
Model Rules (Wildhorn Crew (1))	Primal Instinct • Light Lance									
Model Rules (Longhorn Crew (1))	Primal Instinct • Great Weapon									
Model Rules (Razortusk (1))	Thunderous Charge									

**RAZORTUSK CHARIOT #2**

Razortusk Chariot - Standard - Infantry - 20x20mm

110 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	
Model Rules	Impact Hits (+1) • Strider (Forest) • Light Armour • Mount's Protection (5+)									
Model Rules (Wildhorn Crew (1))	Primal Instinct • Light Lance									
Model Rules (Longhorn Crew (1))	Primal Instinct • Great Weapon									
Model Rules (Razortusk (1))	Thunderous Charge									

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

Magics

Model Rules

Ambush:

Bodyguard (Beast Lord):

Divine Attacks:

Frenzy:

Great Weapon:

Halberd:

Heavy Armour:

Hurl Attack:

Immune to Psychology:

Impact Hits (+1):

Impact Hits (1):

Impact Hits (D3):

Insignificant:

Light Armour:

Light Lance:

Light Troops:

Lord of Bulls:

Magic Resistance (3):

Mount's Protection (5+):

Pack Tactics:

Primal Instinct:

Shield:

Strider (Forest):

Thunderous Charge:

Vanguard:

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



Beast Lord #1



Cyclops #1



Feral Hounds #1



Longhorn Herd #1



Minotaur Warlord #1



Minotaurs #1



Mongrel Herd #1



Raiding Chariot #1



Raiding Chariot #2



Raiding Chariot #3



Razortusk Chariot #1



Razortusk Chariot #2



Wildhorn Herd #1

