



BEAST HERDS

21 11 22 - 930 POINTS



615 pts (14.00 %) **Characters** (40 Max)
 315 pts (7.00 %) **Core** (20 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Terrors of the Wild** (40 Max)
 0 pts (0.00 %) **Ambush Predators** (60 Max)

Characters



CENTAUR CHIEFTAIN #1

Centaur Chieftain - Standard - Cavalry - 25x50mm

260 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

Options	Paired Weapons
Magic items	Essence of Mithril (Light Armour)



SOOTHSAYER #1

Soothsayer - Large - Construct - 50x100mm

355 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Strider, Wizard Apprentice, Pack Tactics, Blood Offering	
Defensive	HP	Def	Res	Arm	
	3	4	5	0	
Offensive	Att	Off	Str	Ap	Agi
Soothsayer	1	4	3	0	3

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
Wildhorn Crew	1	4	3	0	3
War Hog(2)	1	3	4	1	2
Chassis			5	2	

Options	Light Armour • Shamanism • Wizard Adept • Raiding Chariot
Magic items	Rod of Battle • Ancestral Carvings (Hand Weapon)

Core



RAIDING CHARIOTS #1

Raiding Chariots x3 - Large - Construct - 50x100mm

315 POINTS



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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Echoes of the Dark Forest</i>				
<i>Mf</i>	(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>				



Shamanism

		Casting	Range	Type	Duration	Effect
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
<i>A</i>	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.
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
5	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)
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).
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].

Magic items

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

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

Model Rules

Blood Offering: 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 on a Character with Blood Offering in the unit.

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).

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 with at least one model part with Harnessed is considered to be mounted.

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.

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.

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.

Centaur Chieftain #1



Soothsayer #1



Raiding Chariots #1

