



# BEAST HERDS

## DEEP DWELLERS - 4 347 POINTS



429 pts (10.00%) 385 pts (9.00%) 365 pts (8.00%) 1193 pts (27.00%) 1975 pts (45.00%) 0 pts (0.00%)

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

### Lords



#### GORETIDE

Minotaur Warlord - Standard - Infantry - 20x20mm

365 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 |
| <b>Model Rules</b> | Lord of Bulls • Frenzy • Strider (Forest) • Impact Hits (D3) • Primal Instinct • Light Armour |    |    |   |   |   |   |   |    |                    |

|                    |  |
|--------------------|--|
| <b>Options</b>     | Shield • Heavy Armour • Beast Axe  |
| <b>Magic items</b> | Dragon Mantle - models on foot only • Talisman of Supreme Shielding • Crown of Horns |

### Heroes



#### REDWAKE

Beast Chieftain - BSB - Standard - Infantry - 20x20mm

187 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 • Shield • Heavy Armour • Beast Axe |
| <b>Magic items</b> | Talisman of Greater Shielding • Ring of Fire                    |



#### DEEPHUNTER

Soothsayer - Standard - Infantry - 20x20mm

105 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>Magic items</b> | Dispel Scroll   |
| <b>Magic</b>       | Level 1 Wizard Apprentice . May generate spells from the Path of Wilderness, Death, Shadows or Nature |



#### DARKFATHOM

Soothsayer - Standard - Infantry - 20x20mm

137 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) • Paired Weapons  |
| <b>Magic items</b> | Dark Rain • Tome of Arcane Lore (Heroes)  |
| <b>Magic</b>       | Level 1 Wizard Apprentice . May generate spells from the Path of Wilderness, Death, Shadows or Nature |

### Core



**SEAFANG AMBUSHERS**  
Wildhorn Herd x20 - Standard - Infantry - 20x20mm

**580** POINTS



| Troops             | M   | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Wildhorn           | 5   | 4  | 3  | 3 | 4 | 1 | 3 | 1 | 7  | Infantry |
| <b>Model Rules</b> | Strider (Forest) • Primal Instinct • Pack Tactics |    |    |   |   |   |   |   |    |          |

|                |   |
|----------------|---|
| <b>Options</b> | Paired Weapons • May Ambush (max 25 models) |
|----------------|---|



**SEAFANG AMBUSHERS #2**  
Wildhorn Herd x20 - Standard - Infantry - 20x20mm

**580** POINTS



| Troops             | M   | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Wildhorn           | 5   | 4  | 3  | 3 | 4 | 1 | 3 | 1 | 7  | Infantry |
| <b>Model Rules</b> | Strider (Forest) • Primal Instinct • Pack Tactics |    |    |   |   |   |   |   |    |          |

|                |   |
|----------------|---|
| <b>Options</b> | Paired Weapons • May Ambush (max 25 models) |
|----------------|---|



**SEAFANG SCHOOL**  
Wildhorn Herd x50 - Standard - Infantry - 20x20mm

**815** 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 • Blooded Horn Totem • Musician • Standard Bearer |
| <b>Magic banners</b> | Banner of the Wild Herd (Banner Enchantment)  |

Special



**SAVAGE FRENZIES**  
Minotaurs x5 - Standard - Infantry - 20x20mm

**515** 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  |                    |
| <b>Model Rules</b> | Frenzy • Strider (Forest) • Impact Hits (1) • Primal Instinct • Light Armour |    |    |   |   |   |   |   |    |                    |

|                |   |
|----------------|---|
| <b>Options</b> | Champion • Musician • Standard Bearer • Paired Weapons • Upgrade to Totem Bearer • Blooded Horn Totem |
|----------------|---|



**SAVAGE FRENZIES #2**  
Minotaurs x6 - Standard - Infantry - 20x20mm

**558** 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  |                    |
| <b>Model Rules</b> | Frenzy • Strider (Forest) • Impact Hits (1) • Primal Instinct • Light Armour |    |    |   |   |   |   |   |    |                    |

|                |   |
|----------------|---|
| <b>Options</b> | Champion • Musician • Standard Bearer • Paired Weapons • Upgrade to Totem Bearer • Blooded Horn Totem |
|----------------|---|



## WAR CRABS

Razortusk Herd x3 - *Standard - Infantry - 20x20mm*

120 POINTS



| Troops             | M                                    | WS | BS | S | T | W | I | A | Ld | Type            |
|--------------------|--------------------------------------|----|----|---|---|---|---|---|----|-----------------|
| Razortusk          | 7                                    | 3  | -  | 5 | 5 | 3 | 2 | 4 | 6  | Monstrous Beast |
| <b>Model Rules</b> | Thunderous Charge • Strider (Forest) |    |    |   |   |   |   |   |    |                 |

## Rare



## GREATWAVE

Beast Giant - *Standard - Infantry - 20x20mm*

185 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type    |
|--------------------|--|----|----|---|---|---|---|---|----|---------|
| Beast Giant        | 6  | 3  | -  | 6 | 5 | 6 | 3 | * | 10 | Monster |
| <b>Model Rules</b> | Giant Attacks • Stubborn • Strider (Forest) • Drunkard |    |    |   |   |   |   |   |    |         |

### Options

Ambush



## FRENCH DRAGON

Gortach - *Standard - Infantry - 20x20mm*

200 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type    |
|--------------------|--|----|----|---|---|---|---|---|----|---------|
| Gortach            | 7  | 4  | -  | 6 | 6 | 6 | 3 | 6 | 9  | Monster |
| <b>Model Rules</b> | Strength From Flesh • Locked Horns • Lethal Strike • Frenzy • Stubborn • Strider (Forest) • Impact Hits (D3) • Primal Instinct |    |    |   |   |   |   |   |    |         |

## Magics

### Magic items

Crown of Horns:

Dark Rain:

Dispel Scroll:

Dragon Mantle - models on foot only:

Ring of Fire:

Talisman of Greater Shielding:

Talisman of Supreme Shielding:

Tome of Arcane Lore (Heroes):

### Magic banners

Banner of the Wild Herd:

### Model Rules

Blood Offering:

Drunkard:

Frenzy:

Giant Attacks:

Impact Hits (1):

**Impact Hits (D3):**

**Lethal Strike:**

**Light Armour:**

**Locked Horns:**

**Lord of Bulls:**

**Pack Tactics:**

**Primal Instinct:**

**Strength From Flesh:**

**Strider (Forest):**

**Stubborn:**

**Thunderous Charge:**

### Qr codes of your army

Your 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.

Redwake



Greatwave



Trench Dragon



Goretide



Savage Frenzies



Savage Frenzies #2



War Crabs



Deephunter



Darkfathom



Seafang Ambushers



Seafang Ambushers #2



Seafang School

