



# BEAST HERDS

## LIST BEAST HERDS - V1 #10 - 4 005 POINTS



334 pts (8.00%)   600 pts (15.00%)   310 pts (8.00%)   1198 pts (30.00%)   1563 pts (39.00%)   0 pts (0.00%)

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

### Lords



**GNARLED SOOTHSAYER #1**  
 Gnarled Soothsayer - *Standard - Infantry - 20x20mm*

**310 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnarled Soothsayer	5	5	4	4	5	3	4	2	8	Infantry
<b>Model Rules</b>	Blood Offering • Pack Tactics • Strider (Forest) • Primal Instinct									

<b>Options</b>	Level 4 (Wizard Master)
<b>Magic items</b>	Fencer's Swords - models on foot only • Talisman of Supreme Shielding • Divine Icon
<b>Magic</b>	Level 3 Wizard Master . Generates spells from the Path of Wilderness, Death, Shadows, or Nature

### Heroes



**BEAST CHIEFTAIN - BSB**  
 Beast Chieftain - BSB - *Standard - Infantry - 20x20mm*

**189 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 • May take Throwing Weapons • Shield • Heavy Armour • Beast Axe
<b>Magic items</b>	Dragon Mantle - models on foot only • Talisman of Greater Shielding



**SOOTHSAYER #1**  
 Soothsayer - *Standard - Infantry - 20x20mm*

**145 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) • Soothsayer Staff
<b>Magic items</b>	The Impaler
<b>Magic</b>	Level 1 Wizard Apprentice . May generate spells from the Path of Wilderness, Death, Shadows or Nature

### Core



**MONGREL HERD #1**  
 Mongrel Herd x40 - *Standard - Infantry - 20x20mm*

**160 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) • Primal Instinct • Pack Tactics • Shield									



**MONGREL RAIDERS #1**  
Mongrel Raiders x10 - Standard - Infantry - 20x20mm

**510** 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									

<b>Options</b>	May take Scout and Ambush
----------------	---------------------------



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



**WILDHORN HERD #1**  
Wildhorn Herd x38 - Standard - Infantry - 20x20mm

**743** 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**



**BRIAR BEAST #2**  
Briar Beast - Standard - Infantry - 20x20mm

**60** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Briar Beast	*	3	-	4	5	3	2	*	10	Monstrous Beast
<b>Model Rules</b>	Random Attacks (1D6+1) • Sleeper • Fear • Strider (Forest) • Unbreakable • Random Movement (3D6)									



### BRIAR BEAST #1

Briar Beast - *Standard - Infantry - 20x20mm*

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Briar Beast	*	3	-	4	5	3	2	*	10	Monstrous Beast
<b>Model Rules</b>	Random Attacks (1D6+1) • Sleeper • Fear • Strider (Forest) • Unbreakable • Random Movement (3D6)									



### GARGOYLES #1

Gargoyles x10 - *Standard - Infantry - 20x20mm*

470 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gargoyle	5	4	-	3	4	1	3	2	7	Infantry
<b>Model Rules</b>	Thunderous Charge • Skirmishers • Strider (Forest) • Fly (10) • Primal Instinct									

<b>Options</b>	May gain Scout
----------------	----------------



### MINOTAURS #1

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
----------------	---



### RAZORTUSK HERD #1

Razortusk Herd - *Standard - Infantry - 20x20mm*

50 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



### 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+)									



### CYCLOPS #2

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+)									



**GORTACH #1**  
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

**Divine Icon:**

**Dragon Mantle - models on foot only:**

**Fencer's Swords - models on foot only:**

**Talisman of Greater Shielding:**

**Talisman of Supreme Shielding:**

**The Impaler:**

#### Magic banners

**Banner of the Wild Herd:**

#### Model Rules

**Blood Offering:**

**Divine Attacks:**

**Fear:**

**Fly (10):**

**Frenzy:**

**Great Weapon:**

**Hurl Attack:**

**Immune to Psychology:**

**Impact Hits (1):**

**Impact Hits (D3):**

**Lethal Strike:**

**Light Armour:**

**Light Lance:**

**Light Troops:**

**Locked Horns:**

**Magic Resistance (3):**

**Mount's Protection (5+):**

**Pack Tactics:**

**Primal Instinct:**

**Random Attacks (1D6+1):**

**Random Movement (3D6):**

**Shield:**

**Short Bow:**

**Skirmisher:**

**Skirmishers:**

**Sleeper:**

**Strength From Flesh:**

**Strider (Forest):**

**Stubborn:**

**Thunderous Charge:**

**Unbreakable:**

**Ward Save (5+):**

## 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.

Beast Chieftain - BSB



Briar Beast #2



Briar Beast #1



Cyclops #1



Cyclops #2



Gargoyles #1



Gnarled Soothsayer #1



Gortach #1



Minotaurs #1



Mongrel Herd #1



Mongrel Raiders #1



Raiding Chariot #2



Raiding Chariot #3



Razortusk Herd #1



Soothsayer #1



Wildhorn Herd #1

