

THE IX AGE FANTASY BATTLES



Beast Herds

Army Book (Core Rules)

2nd Edition, version 2022 beta 1 – December 31, 2021

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with \LaTeX .

Army Model Rules

Universal Rules

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).

Sober

The model gains **Light Troops** and **Vanguard**. A unit that has been Sober once loses Scoring for the rest of the game. If playing Capture the Flags, Scoring is not lost.

Drunk

The model gains **Devastating Charge (+1 Str, +1 AP)** and **Fearless**. Drunk units cannot Ambush.

Hunting Call

If the army includes a model with Hunting Call, the owner may:

- Choose to roll for Ambush for units with one or more models with Pack Tactics starting from the owner's Player Turn 1 (but still at the end of step 2 of the Movement Phase Sequence), unless the owner has the first Player Turn.
- Reroll Ambush rolls of 1–2 for units with one or more models with Pack Tactics.

Hunting Call is in effect even if the [model](#) is Ambushing and has not arrived on the Battlefield yet.

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](#).

Attack Attributes

Primal Instinct – Close Combat

At the start of each Round of Combat, 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.

Armoury

Beast Axe – Close Combat Weapon

Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and always strike at Initiative Step 0. The wielder gains +2 Defensive Skill unless wielding another weapon.

This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items.

Totems

Totems are upgrades that certain Beast Herds Characters and Champions may take. Each Totem contains one or more Totem Bound Spells with Power Level (4/8) and Duration: One Turn.

List of Totems

| | |
|---------------------------|-------------------------------------------------------------------------------------------------------------|
| Black Wing Totem | A unit with all models affected by the spell gains +3 Agility and Devastating Charge (+D3+1" Adv) . |
| Blooded Horn Totem | The target gains +1 Attack Value, and its Close Combat Attacks gain +2 Armour Penetration. |
| Clouded Eye Totem | A unit with all models affected by the spell gains Hard Target (1) and Magic Resistance (3) . |
| Gnarled Hide Totem | The target gains +1 Armour and Distracting . |

An army cannot attempt to cast the same Totem Bound Spells more than twice during the same Magic Phase, regardless of which model attempts to cast it. Only one Totem Bound Spell can affect a unit at a time (the one most recently successfully cast).

Champions and Characters bear different kinds of Totems:

Totem Bearers

Totems borne by Champions contain a single Bound Spell chosen from the list above, which **must** be noted on the Army List, and have the Type: Caster's Unit.

Greater Totem Bearers

Greater Totems borne by Characters contain all four Bound Spells from the list above and have the Types: Augment and Range 18".

Hereditary Spell

| <i>Casting Value</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|------------------------------------|--------------------|-------------|-----------------|----------------------------------------------------------------------------------------------------------------------------------------|
| H Echoes of the Dark Forest | | | | |
| <4+> | <18"> | Augment | One Turn | The target gains Fear , Fearless , and Terror . Enemy units in base contact with the target suffer -1 Discipline. |
| {8+} | {36"} | | | |

Special Items

Weapon Enchantments

Hawthorne Curse 55 pts

Models without Ambush only.

Enchantment: Hand Weapon.

Attacks made with this weapon gain **Devastating Charge (+2 Str, +2 AP)** and become **Magical Attacks**. The weapon can be used as a Shooting Weapon (3+) with the following profile: Range 18", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, **Reload!**, [**Multiple Wounds (D3)**]. This Shooting Attack never suffers negative to-hit modifiers.

Ancestral Carvings 50 pts

0–3 per Army. Soothsayers only.

Enchantment: Hand Weapon.

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.

Fatal Folly 35 pts

Enchantment: Beast Axe.

Attacks made with this weapon become **Magical Attacks**. For each Close Combat Attack against the wielder's model that rolls a natural to-hit roll of '1', the wielder **must** perform a Close Combat Attack at the same Initiative Step (this overrides the normal restriction that Beast Axe attacks always strike at Initiative Step 0). This **must** be allocated towards the model (or Health Pool) that rolled the '1' to hit.

Twin Hungers 25 pts

Enchantment: Paired Weapons.

Attacks made with this weapon gain **Lethal Strike** and become **Magical Attacks**. Whenever the wielder rolls a natural '6' to wound with a Close Combat Attack, and this attack causes an unsaved wound, the bearer Recovers 1 Health Point at the end of the Initiative Step. No more than 1 Health Point may be Recovered per phase in this manner.

Armour Enchantments

Aaghor's Affliction 100 pts

Enchantment: Light Armour.

The wearer gains +1 Resilience and **Fortitude (4+)**, but automatically fails all of its Armour Saves.

Trickster's Cunning 60 pts

Enchantment: Light Armour.

Successful to-wound rolls against the wearer's model **must** be rerolled.

Wild Form 30 pts

Enchantment: Suit of Armour.

At the start of the Melee Phase, the bearer may choose to gain either of the following:

- +1 Strength, +1 Armour Penetration, and –1 Resilience
- –1 Strength, –1 Armour Penetration, and +1 Resilience

The effects last until the end of the Melee Phase.

Obscuring Fog 15 pts

Enchantment: Shield.

While using this Shield, enemy units in base contact with the bearer suffer –1 Agility. The bearer's unit does not benefit from +1 Agility from Charging Momentum.

Banner Enchantments

Banner of the Wild Herd 60 pts

0–3 per Army.

One use only. A single Banner of the Wild Herd per unit may be activated at the start of each Round of Combat. For the duration of this Round of Combat, all Mongrels and Wildhorns in the bearer's unit gain +1 Strength and +1 Armour Penetration.

Artefacts

Dark Rain

80 pts

One use only. This Artefact is automatically activated at the start of the first Game Turn (if the bearer is not on the Battlefield at this time, the item cannot be used). Its effects last until the end of the Game Turn. If the owner has the second Player Turn, all Shooting Attacks suffer -2 to hit during the opponent's Shooting Phase. If the owner has the first Player Turn, instead all Shooting Attacks suffer -1 to hit during the opponent's Shooting Phase.

Seed of the Dark Forest

70 pts

One use only. Right before the battle (during step 7 of the Deployment Phase Sequence), the bearer **must** place a single Forest Terrain Feature that **must** be no larger than 10" in length and 6" in width on the Battlefield, not in contact with any other Terrain Feature except Open Terrain, more than 1" away from all enemy units, and with its centre within 12" of the bearer. All friendly models inside this Forest Terrain Feature gain a +1 Casting Modifier for Augment, Hex, and Universal spells, and add (+1/+1) to the Power Level of Totem Bound Spells they cast. A natural roll of '1' or '2' for Casting Attempts with a single Magic Dice from friendly models is **always** a failed Casting Attempt, regardless of any modifiers.

Pillager Icon

50 pts

All friendly units within 12" of the bearer comprised entirely of Razortusks or single model Chariots, excluding Characters, gain **Vanguard**.

Eye of Dominance

45 pts

Close Combat Attacks from Beast, Cavalry, and Construct models will **always** hit the bearer only on a roll of 6+. If the attacking model is a multipart model, only model parts with Harnessed are affected.

Crown of Horns

30 pts

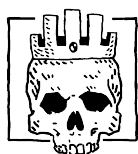
The bearer's unit and all units within range of its Commanding Presence (if applicable) automatically pass Discipline Tests taken due to Primal Instinct.

Inscribing Burin

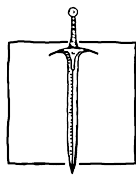
25 pts

While the bearer has the centre of its base inside a Forest Terrain Feature, all friendly units with more than half of their models with the centre of their bases inside any Forest Terrain Feature on the Battlefield gain **Magic Resistance (2)**.

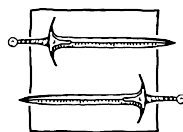
Army Organisation



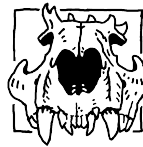
Characters
Max. 40%



Core
Min. 20%



Special
No limit



Terrors of the Wild
Max. 40%



Ambush Predators*
Max. 60%

*Units with Ambush

Characters (Max. 40%)



Beast Lord

185 pts

single model

Height Standard
Type Infantry
Base 25×25 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------------------|-----|-----|------|--------------------------------|-------------------|-----------------|
| | 5" | 10" | 9 | Pack Tactics, Strider (Forest) | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 5 | 0 | Light Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Beast Lord | 4 | 6 | 5 | 2 | 5 | Primal Instinct |
| — Options — | | | pts- | — Mount Options — | | pts- |
| Hunting Call (General only) | | | | 25 | Raiding Chariot | 105 |
| Special Items | | | | up to 200 | Razortusk Chariot | 180 |
| Shield | | | | 5 | | |
| Heavy Armour | | | | 15 | | |
| Throwing Weapons (4+) | | | | 5 | | |
| One choice only: | | | | | | |
| Lance | | | | 5 | | |
| Great Weapon | | | | 10 | | |
| Paired Weapons | | | | 10 | | |
| Beast Axe | | | | 35 | | |



Beast Chieftain

115 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------------------|-----|-----|------|--------------------------------|-----------------|-----------------|
| | 5" | 10" | 8 | Pack Tactics, Strider (Forest) | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 5 | 5 | 0 | Light Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Beast Chieftain | 3 | 5 | 4 | 1 | 4 | Primal Instinct |
| — Options — | | | pts- | — Mount Options — | | pts- |
| Ambush (on foot only) [AP] | | | | 5 | Raiding Chariot | 100 |
| Hunting Call (General only) | | | | 15 | | |
| Battle Standard Bearer | | | | 50 | | |
| Greater Totem Bearer | | | | 85 | | |
| Special Items | | | | up to 100 | | |
| Shield | | | | 5 | | |
| Heavy Armour | | | | 10 | | |
| Throwing Weapons (4+) | | | | 5 | | |
| One choice only: | | | | | | |
| Great Weapon | | | | 5 | | |
| Lance | | | | 5 | | |
| Paired Weapons | | | | 5 | | |
| Beast Axe | | | | 20 | | |



Soothsayer

145 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

| Global | Adv | Mar | Dis | Model Rules | |
|--------|-----|-----|-----|---------------------------------------------------------------------------|--|
| | 5" | 10" | 8 | Blood Offering , Pack Tactics, Strider (Forest), Wizard Apprentice | |

| Defensive | HP | Def | Res | Arm | |
|-----------|----|-----|-----|-----|--|
| | 3 | 4 | 5 | 0 | |

| Offensive | Att | Off | Str | AP | Agi | |
|------------|-----|-----|-----|----|-----|-----------------|
| Soothsayer | 1 | 4 | 3 | 0 | 3 | Primal Instinct |

— Model Rules —

Blood Offering: Universal Rule.

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.

— Options —

| | |
|----------------------------|-----------|
| Ambush (on foot only) [AP] | 5 |
| Special Items | up to 100 |
| If Wizard Master | up to 200 |
| Light Armour | 5 |
| Paired Weapons | 5 |

— Magic Options —

| | |
|---------------|-----|
| Wizard Adept | 95 |
| Wizard Master | 265 |

— Mount Options —

| | |
|-----------------|----|
| Raiding Chariot | 40 |
|-----------------|----|



Druidism



Evocation



Shamanism



Centaur Chieftain

200 pts

single model 0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

| Global | Adv | Mar | Dis | Model Rules | |
|--------|-----|-----|-----|------------------------------------------|--|
| | 8" | 16" | 8 | Drunkard, Looted Booze, Strider (Forest) | |

| Defensive | HP | Def | Res | Arm | |
|-----------|----|-----|-----|-----|--------------|
| | 3 | 5 | 5 | 0 | Light Armour |

| Offensive | Att | Off | Str | AP | Agi | |
|-------------------|-----|-----|-----|----|-----|-----------------|
| Centaur Chieftain | 4 | 5 | 5 | 2 | 4 | Primal Instinct |

— Options —

| | |
|------------------------|-----------|
| Ambush [AP] | 15 |
| Battle Standard Bearer | 50 |
| Greater Totem Bearer | 85 |
| Special Items | up to 100 |
| Shield | 5 |
| Heavy Armour | 10 |

— Options —

| | |
|-----------------------|----|
| Throwing Weapons (4+) | 5 |
| One choice only: | |
| Paired Weapons | 15 |
| Beast Axe | 20 |
| Great Weapon | 20 |
| Lance | 20 |



Minotaur Warlord

475 pts

single model

0-2 Units/Army

Height Large
Type Infantry
Base 40×40 mm

| Global | Adv | Mar | Dis | Model Rules | | | |
|------------------|-----------|------------|----------|------------------------------------|--------------|-------------------------------------------------|------|
| | 6" | 12" | 9 | Fearless, Frenzy, Strider (Forest) | | | |
| Defensive | HP | Def | Res | Arm | | | |
| | 5 | 5 | 5 | 0 | Light Armour | | |
| Offensive | Att | Off | Str | AP | Agi | | |
| Minotaur Warlord | 5 | 6 | 6 | 3 | 5 | Battle Focus, Impact Hits (D3), Primal Instinct | |
| — Options — | | | pts- | — Options — | | | pts- |
| Special Items | up to 200 | | | One choice only: | | | |
| Heavy Armour | 10 | | | Great Weapon | | | 10 |
| Shield | 10 | | | Beast Axe | | | 25 |
| | | | | Paired Weapons | | | 45 |



Minotaur Chieftain

220 pts

single model

Height Large
Type Infantry
Base 40×40 mm

| Global | Adv | Mar | Dis | Model Rules | | | |
|------------------------|-----------|------------|----------|------------------------------------|--------------|-------------------------------------------------|------|
| | 6" | 12" | 8 | Fearless, Frenzy, Strider (Forest) | | | |
| Defensive | HP | Def | Res | Arm | | | |
| | 4 | 4 | 5 | 0 | Light Armour | | |
| Offensive | Att | Off | Str | AP | Agi | | |
| Minotaur Chieftain | 4 | 5 | 5 | 2 | 4 | Battle Focus, Impact Hits (D3), Primal Instinct | |
| — Options — | | | pts- | — Options — | | | pts- |
| Battle Standard Bearer | 50 | | | One choice only: | | | |
| Greater Totem Bearer | 85 | | | Paired Weapons | | | 10 |
| Special Items | up to 100 | | | Beast Axe | | | 20 |
| Heavy Armour | 10 | | | Great Weapon | | | 20 |
| Shield | 10 | | | | | | |

Character Mounts



Raiding Chariot

Height **Large**
Type **Construct**
Base **50×100 mm**
0–3 Mounts/Army

| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-----------|-----------|----------|----------------------------------------------------|---------------------------------------|
| | 7" | 7" | C | Light Troops, Strider (Forest), Swiftstride | |
| Defensive | HP | Def | Res | Arm | |
| | 4 | C | C | C+2 | |
| Offensive | Att | Off | Str | AP | Agi |
| Wildhorn Crew | 1 | 4 | 3 | 0 | 3 Primal Instinct, Light Lance |
| War Hog (2) | 1 | 3 | 4 | 1 | 2 Harnessed |
| Chassis | | | 5 | 2 | Impact Hits (D6), Inanimate |



Razortusk Chariot

Height **Large**
Type **Construct**
Base **50×100 mm**
0–2 Mounts/Army

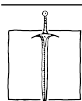
| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-----------|-----------|----------|------------------------------------------------------------------|--------------------------------------------------------|
| | 7" | 7" | C | Hunting Horn, Light Troops, Strider (Forest), Swiftstride | |
| Defensive | HP | Def | Res | Arm | |
| | 5 | C | C | C+1 | |
| Offensive | Att | Off | Str | AP | Agi |
| Wildhorn Crew | 1 | 4 | 3 | 0 | 3 Primal Instinct, Light Lance |
| Razortusk | 4 | 3 | 5 | 2 | 2 Devastating Charge (+1 Str, +1 AP), Harnessed |
| Chassis | | | 5 | 2 | Impact Hits (D6+1), Inanimate |

—Model Rules—

Hunting Horn: Universal Rule.

While within 6" of one or more models with Hunting Horn, **friendly units** gain **Devastating Charge (+1" Adv)**.

Core (Min. 20%)



Wildhorn Herd

150 pts + 7 pts/extra model

15–50 models

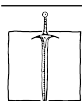


Height Standard
Type Infantry
Base 25×25 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

| Global | Adv | Mar | Dis | Model Rules | | | | | | | |
|---------------------------------------------------|-----|-----|---------|-----------------------------------------|-----|-----------------------|--|--|----------|--|--|
| | 5" | 10" | 7 | Pack Tactics, Scoring, Strider (Forest) | | | | | | | |
| Defensive | HP | Def | Res | Arm | | | | | | | |
| | 1 | 4 | 4 | 0 | | | | | | | |
| Offensive | Att | Off | Str | AP | Agi | | | | | | |
| Wildhorn | 1 | 4 | 3 | 0 | 3 | Primal Instinct | | | | | |
| Options | | | pts- | | | Command Group Options | | | pts- | | |
| Ambush (0–30 Models/Unit, 0–2 Units/Army) [AP] | | | 20 | | | Champion | | | 10 | | |
| Must choose (one choice only): | | | | | | Totem Bearer | | | 15 | | |
| Shield | | | free | | | Musician | | | 10 | | |
| Paired Weapons | | | 1/model | | | Standard Bearer | | | 10 | | |
| Throwing Weapons (5+) | | | 2/model | | | Banner Enchantment | | | no limit | | |
| Paired Weapons and Throwing Weapons (5+) | | | 3/model | | | | | | | | |



Mongrel Herd

145 pts + 6 pts/extra model

20–50 models



Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

| Global | Adv | Mar | Dis | Model Rules | | | | | | | |
|---------------------------------------------------|-----|-----|---------|-----------------------------------------|--------|-----------------------|--|--|----------|--|--|
| | 5" | 10" | 6 | Pack Tactics, Scoring, Strider (Forest) | | | | | | | |
| Defensive | HP | Def | Res | Arm | | | | | | | |
| | 1 | 3 | 3 | 0 | Shield | | | | | | |
| Offensive | Att | Off | Str | AP | Agi | | | | | | |
| Mongrel | 1 | 3 | 3 | 0 | 3 | Primal Instinct | | | | | |
| Options | | | pts- | | | Command Group Options | | | pts- | | |
| Ambush (0–40 Models/Unit, 0–2 Units/Army) [AP] | | | 20 | | | Champion | | | 10 | | |
| Spear | | | 2/model | | | Musician | | | 10 | | |
| | | | | | | Standard Bearer | | | 10 | | |
| | | | | | | Banner Enchantment | | | no limit | | |



Mongrel Raiders

95 pts + 5 pts/extra model

10-20 models

0-4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------------|-----------|------------|----------|----------------------------------------------------------|-----------------|---------------------------|
| | 5" | 10" | 6 | Light Troops, Pack Tactics, Skirmisher, Strider (Forest) | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 0 | Hard Target (1) | |
| Offensive | Att | Off | Str | AP | Agi | |
| Mongrel Raider | 1 | 3 | 3 | 0 | 3 | Primal Instinct, Bow (4+) |
| Options | | | pts- | Command Group Options | | pts- |
| Ambush and Scout [AP] | | | 20 | Champion | | 10 |
| | | | | Musician | | 10 |

Special (No limit)



Feral Hounds

80 pts + 8 pts/extra model

5-20 models

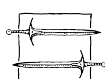
0-5 Units/Army

Height Standard
Type Beast
Base 25×50 mm



Units of 8 or more models count towards Core instead of Special.
The unit also counts towards Ambush Predators.

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----------|------------|----------|---------------------------------------------------|----------|--|
| | 8" | 16" | 5 | Ambush, Insignificant, Strider (Forest), Vanguard | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 0 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Feral Hound | 1 | 4 | 3 | 0 | 3 | |



Longhorn Herd

150 pts + 18 pts/extra model

10-40 models



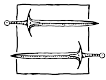
Height Standard
Type Infantry
Base 25×25 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----------|------------|----------|----------------------------------------------------------------------------------|--------------|-----------------|
| | 5" | 10" | 8 | Bodyguard (Beast Lord, Beast Chieftain), Pack Tactics, Scoring, Strider (Forest) | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 4 | 0 | Heavy Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Longhorn | 1 | 4 | 4 | 1 | 3 | Primal Instinct |

| Options | pts | Command Group Options | pts |
|---------------------------------------|---------|-----------------------|----------|
| Ambush (0-25 Models/Unit, | | Champion | 10 |
| 0-2 Units/Army) [AP] | 1/model | Totem Bearer | 20 |
| Must choose (one choice only): | | Musician | 10 |
| Great Weapon | free | Standard Bearer | 10 |
| Halberd | free | Banner Enchantment | no limit |



Minotaurs

230 pts + 80 pts/extra model

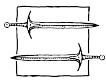
3-10 models



0-5 Units/Army

Height Large
Type Infantry
Base 40x40 mm

| Global | Adv | Mar | Dis | Model Rules | | | | | | | | |
|------------------|-----|-----|------|---------------------------------------------|--------------|------------------------------------------------|--|--|------|--|--|----------|
| | 6" | 12" | 7 | Fearless, Frenzy, Scoring, Strider (Forest) | | | | | | | | |
| Defensive | HP | Def | Res | Arm | | | | | | | | |
| | 3 | 3 | 4 | 0 | Light Armour | | | | | | | |
| Offensive | Att | Off | Str | AP | Agi | | | | | | | |
| Minotaur | 3 | 4 | 5 | 2 | 3 | Battle Focus, Impact Hits (1), Primal Instinct | | | | | | |
| Options | | | pts- | | | Command Group Options | | | pts- | | | |
| One choice only: | | | | | | Champion | | | | | | 10 |
| Shield | | | | | | Totem Bearer | | | | | | 20 |
| Great Weapon | | | | | | Musician | | | | | | 10 |
| Paired Weapons | | | | | | Standard Bearer | | | | | | 10 |
| | | | | | | Banner Enchantment | | | | | | no limit |



Centaur

170 pts + 22 pts/extra model

5-15 models



0-4 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

| Global | Adv | Mar | Dis | Model Rules | | | | | | | | |
|--------------------------------|-----|-----|------|-------------------------------------|----------------------|-----------------------|--|--|------|--|--|----------|
| | 8" | 16" | 7 | Drunkard, Scoring, Strider (Forest) | | | | | | | | |
| Defensive | HP | Def | Res | Arm | | | | | | | | |
| | 1 | 4 | 4 | 0 | Light Armour, Shield | | | | | | | |
| Offensive | Att | Off | Str | AP | Agi | | | | | | | |
| Centaur | 2 | 4 | 4 | 1 | 3 | Primal Instinct | | | | | | |
| Options | | | pts- | | | Command Group Options | | | pts- | | | |
| Ambush (0-12 Models/Unit) [AP] | | | | | | Champion | | | | | | 10 |
| Throwing Weapons (5+) | | | | | | Totem Bearer | | | | | | 15 |
| One choice only: | | | | | | Musician | | | | | | 10 |
| Great Weapon | | | | | | Standard Bearer | | | | | | 10 |
| Paired Weapons | | | | | | Banner Enchantment | | | | | | no limit |
| Lance | | | | | | | | | | | | |



Raiding Chariots

110 pts + 110 pts/extra model

1-3 models

0-4 Units/Army

Height Large

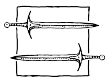
Type Construct

Base 50×100 mm



Units of 3 models count towards Core instead of Special.

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|---------------------------------------------|--------------|-------------------------------|
| | 7" | 7" | 8 | Light Troops, Strider (Forest), 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 (D6), Inanimate |



Razortusk Herd

105 pts + 57 pts/extra model

1-10 models

0-3 Units/Army

Height Large

Type Beast

Base 50×50 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|------------------|-----|------------------------------------|
| | 7" | 14" | 6 | Strider (Forest) | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 5 | 0 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Razortusk | 4 | 3 | 5 | 2 | 2 | Devastating Charge (+1 Str, +1 AP) |



Razortusk Chariot

240 pts

single model

0-4 Units/Army

Height Large

Type Construct

Base 50×100 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|-------------------------------------------------------------------|--------------|-----------------------------------------------|
| | 7" | 7" | 8 | Hunting Horn , Light Troops, Strider (Forest), Swiftstride | | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 4 | 5 | 1 | Heavy 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 |
| Razortusk | 4 | 3 | 5 | 2 | 2 | Devastating Charge (+1 Str, +1 AP), Harnessed |
| Chassis | | | 5 | 2 | | Impact Hits (D6+1), Inanimate |

— Model Rules —

Hunting Horn: Universal Rule.

While within 6" of one or more models with Hunting Horn, friendly units gain Devastating Charge (+1" Adv).



Briar Beast

90 pts

single model

0–3 Units/Army

Height Large

Type Beast

Base 40×40 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-------------|----------|-----------|----------------------------------------------------------------------------------------|----------|--|
| | 3D6" | | 10 | Fear, Fearless, Random Movement (3D6"), Sleeper , Strider (Forest), Unbreakable | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 5 | 0 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Briar Beast | D6+1 | 3 | 4 | 1 | 2 | |

Model Rules

Sleeper: Universal Rule.

The model follows the rules for Ambush with the following exceptions:

- Immediately after step 2 of the owner's Movement Phase Sequence (including the owner's Player Turn 1), the owner may decide for each of their Briar Beasts if they will enter the Battlefield or not (no dice rolls are required).
- When the model enters the Battlefield, it **must** be placed completely within any Forest Terrain Feature instead of having its Rear Facing touch the Board Edge. If the model cannot be placed, it cannot enter the Battlefield this turn.



Gargoyles

140 pts + 11 pts/extra model

5–10 models

0–3 Units/Army

Height Standard

Type Infantry

Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----------|------------|----------|------------------------------------------------------------------------|-----------------|-----------------------------------------------------|
| Ground | 5" | 10" | 7 | Fly (9", 18"), Light Troops, Skirmisher, Strider (Forest), Swiftstride | | |
| Fly | 9" | 18" | | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 4 | 0 | Hard Target (1) | |
| Offensive | Att | Off | Str | AP | Agi | |
| Gargoyle | 2 | 4 | 3 | 0 | 3 | Devastating Charge (+1 Str, +1 AP), Primal Instinct |

Options

Scout pts-

10

Terrors of the Wild (Max. 40%)



Cyclops

320 pts

single model

0–3 Units/Army

Height Gigantic

Type Infantry

Base 50×100 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--------------------------------------------------|------------|-----------------------------------------|
| | 7" | 14" | 8 | Fearless, Magic Resistance (3), Strider (Forest) | | |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | 2 | 5 | 0 | Aegis (5+) | |
| Offensive | Att | Off | Str | AP | Agi | |
| Cyclops | 5 | 2 | 6 | 3 | 3 | Divine Attacks, Hurl Attack (4+) |

Model Rules

Hurl Attack: Artillery Weapon.

Catapult (4×4). Range 6–36", Shots 1, Str 3 [7], AP 0 [4], **Divine Attacks, Magical Attacks, [Multiple Wounds (D3, Clipped Wings)]**. A Cyclops that only Pivots (and moves no further) during its owner's Movement Phase ignores the to-hit modifier from Moving and Shooting in the next Shooting Phase.



Gortach

480 pts

single model

0–2 Units/Army

Height Gigantic

Type Infantry

Base 50×100 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|----------------------------------------------|-----|--------------------------------------------------------------------------------------------|
| | 7" | 14" | 9 | Fearless, Frenzy, Strider (Forest), Stubborn | | |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | 3 | 6 | 0 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Gortach | 6 | 4 | 6 | 3 | 3 | Battle Focus, Impact Hits (D3), Lethal Strike, Primal Instinct, Strength from Flesh |

Model Rules

Strength from Flesh: Attack Attribute – Close Combat.

Whenever a Gortach inflicts an unsaved wound with Lethal Strike (rolling a natural '6' to wound with a Close Combat Attack with Lethal Strike), the attack gains **Multiple Wounds (D3)**, and the Gortach Recovers 1 Health Point at the end of the Initiative Step (unless the Gortach was removed as a casualty in this Initiative Step). No more than 1 Health Point may be Recovered by each Gortach per phase in this manner.



Jabberwock

290 pts

single model

0–2 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

| Global | Adv | Mar | Dis | Model Rules | |
|------------|-----|-----|-----|----------------------------------------------------------------------------------|-----|
| Ground | 8" | 16" | 8 | Aura of Madness , Fearless, Fly (8", 16"), Light Troops, Strider (Forest) | |
| Fly | 8" | 16" | | | |
| Defensive | HP | Def | Res | Arm | |
| | 5 | 4 | 5 | 3 | |
| Offensive | Att | Off | Str | AP | Agi |
| Jabberwock | 4 | 4 | 5 | 2 | 3 |

Model Rules

Aura of Madness: Universal Rule.

Enemy units within 6" of one or more models with Aura of Madness suffer –1 Discipline.



Beast Giant

285 pts

single model

0–3 Units/Army

Height Gigantic
Type Infantry
Base 50×75 mm

| Global | Adv | Mar | Dis | Model Rules | |
|-------------|-----|-----|-----|----------------------------|-----|
| | 7" | 14" | 8 | Giant See, Giant Do | |
| Defensive | HP | Def | Res | Arm | |
| | 7 | 3 | 5 | 1 | |
| Offensive | Att | Off | Str | AP | Agi |
| Beast Giant | 5 | 3 | 5 | 2 | 3 |

Model Rules

Giant See, Giant Do: Universal Rule.

The model gains **Drunkard** and **Strider (Forest)**. At the end of a friendly Movement Phase, if the model is in contact with a Forest Terrain Feature it may lose its current weapon (if applicable) and gain Uprooted Tree.

Rage: Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers –1 Attack Value.

Optional Model Rules

Beer Barrel: Shooting Weapon.

The model gains **Looted Booze**. Once per game, the weapon may be used as a Shooting Weapon with the following profile:

Range 8", Shots 1, Str 4, AP 0, **Area Attack (3×3)**, **Reload!**, hits automatically. After being used as a Shooting Weapon, the model loses Looted Booze.

Big Brother: Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

Giant Club: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Uprooted Tree: Close Combat Weapon.

Attacks made with this weapon hit automatically and have their Strength **set** to 5 and their Armour Penetration **set** to 0.

Options

Big Brother

pts-

25

Must choose (one choice only):

Uprooted Tree

free

Beer Barrel

25

Giant Club

25

Quick Reference Sheet



Characters

| | | | | | | | | | | | |
|---------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|-------------------------------------------------------------------|
| Beast Lord | Adv | 5" | Mar | 10" | Dis | 9 | | | | | Pack Tactics, Strider (Forest) |
| Standard, Infantry | HP | 3 | Def | 6 | Res | 5 | Arm | 0 | | | Light Armour |
| Beast Lord | Att | 4 | Off | 6 | Str | 5 | AP | 2 | Agi | 5 | Primal Instinct |
| Beast Chieftain | Adv | 5" | Mar | 10" | Dis | 8 | | | | | Pack Tactics, Strider (Forest) |
| Standard, Infantry | HP | 3 | Def | 5 | Res | 5 | Arm | 0 | | | Light Armour |
| Beast Chieftain | Att | 3 | Off | 5 | Str | 4 | AP | 1 | Agi | 4 | Primal Instinct |
| Soothsayer | Adv | 5" | Mar | 10" | Dis | 8 | | | | | Blood Offering, Pack Tactics, Strider (Forest), Wizard Apprentice |
| Standard, Infantry | HP | 3 | Def | 4 | Res | 5 | Arm | 0 | | | |
| Soothsayer | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | Primal Instinct |
| Centaur Chieftain | Adv | 8" | Mar | 16" | Dis | 8 | | | | | Drunkard, Looted Booze, Strider (Forest) |
| Standard, Cavalry | HP | 3 | Def | 5 | Res | 5 | Arm | 0 | | | Light Armour |
| Centaur Chieftain | Att | 4 | Off | 5 | Str | 5 | AP | 2 | Agi | 4 | Primal Instinct |
| Minotaur Warlord | Adv | 6" | Mar | 12" | Dis | 9 | | | | | Fearless, Frenzy, Strider (Forest) |
| Large, Infantry | HP | 5 | Def | 5 | Res | 5 | Arm | 0 | | | Light Armour |
| Minotaur Warlord | Att | 5 | Off | 6 | Str | 6 | AP | 3 | Agi | 5 | Battle Focus, Impact Hits (D3), Primal Instinct |
| Minotaur Chieftain | Adv | 6" | Mar | 12" | Dis | 8 | | | | | Fearless, Frenzy, Strider (Forest) |
| Large, Infantry | HP | 4 | Def | 4 | Res | 5 | Arm | 0 | | | Light Armour |
| Minotaur Chieftain | Att | 4 | Off | 5 | Str | 5 | AP | 2 | Agi | 4 | Battle Focus, Impact Hits (D3), Primal Instinct |



Character Mounts

| | | | | | | | | | | | |
|--------------------------|-----|----|-----|----|-----|---|-----|-----|-----|---|-----------------------------------------------------------|
| Raiding Chariot | Adv | 7" | Mar | 7" | Dis | C | | | | | Light Troops, Strider (Forest), Swiftstride |
| Large, Construct | HP | 4 | Def | C | Res | C | Arm | C+2 | | | |
| Wildhorn Crew | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | Primal Instinct, Light Lance |
| War Hog (2) | Att | 1 | Off | 3 | Str | 4 | AP | 1 | Agi | 2 | Harnessed |
| Chassis | | | | | Str | 5 | AP | 2 | Agi | | Impact Hits (D6), Inanimate |
| Razortusk Chariot | Adv | 7" | Mar | 7" | Dis | C | | | | | Hunting Horn, Light Troops, Strider (Forest), Swiftstride |
| Large, Construct | HP | 5 | Def | C | Res | C | Arm | C+1 | | | |
| Wildhorn Crew | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | Primal Instinct, Light Lance |
| Razortusk | Att | 4 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | Devastating Charge (+1 Str, +1 AP), Harnessed |
| Chassis | | | | | Str | 5 | AP | 2 | Agi | | Impact Hits (D6+1), Inanimate |

Core

| | | | | | | | | | | | |
|------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|-----------------------------------------------------------------------------------------------------------------------------|
| Wildhorn Herd | Adv | 5" | Mar | 10" | Dis | 7 | | | | |  Pack Tactics, Scoring, Strider (Forest) |
| Standard, Infantry | HP | 1 | Def | 4 | Res | 4 | Arm | 0 | | | |
| Wildhorn | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | Primal Instinct |
| Mongrel Herd | Adv | 5" | Mar | 10" | Dis | 6 | | | | |  Pack Tactics, Scoring, Strider (Forest) |
| Standard, Infantry | HP | 1 | Def | 3 | Res | 3 | Arm | 0 | | | Shield |
| Mongrel | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 3 | Primal Instinct |
| Mongrel Raiders | Adv | 5" | Mar | 10" | Dis | 6 | | | | | Light Troops, Pack Tactics, Skirmisher, Strider (Forest) |
| Standard, Infantry | HP | 1 | Def | 3 | Res | 3 | Arm | 0 | | | Hard Target (1) |
| Mongrel Raider | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 3 | Primal Instinct, Bow (4+) |

Special

| | | | | | | | | | | | |
|----------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Feral Hounds | Adv | 8" | Mar | 16" | Dis | 5 | | | | | Ambush, Insignificant, Strider (Forest), Vanguard |
| Standard, Beast | HP | 1 | Def | 4 | Res | 3 | Arm | 0 | | | |
| Feral Hound | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | |
| Longhorn Herd | Adv | 5" | Mar | 10" | Dis | 8 | | | | |  Bodyguard (Beast Lord, Beast Chieftain), Pack Tactics, Scoring, Strider (Forest) |
| Standard, Infantry | HP | 1 | Def | 4 | Res | 4 | Arm | 0 | | | Heavy Armour |
| Longhorn | Att | 1 | Off | 4 | Str | 4 | AP | 1 | Agi | 3 | Primal Instinct |
| Minotaurs | Adv | 6" | Mar | 12" | Dis | 7 | | | | |  Fearless, Frenzy, Scoring, Strider (Forest) |
| Large, Infantry | HP | 3 | Def | 3 | Res | 4 | Arm | 0 | | | Light Armour |
| Minotaur | Att | 3 | Off | 4 | Str | 5 | AP | 2 | Agi | 3 | Battle Focus, Impact Hits (1), Primal Instinct |

| | | | | | | | | | | | | |
|--------------------------|-----|------|-----|-----|-----|----|-----|---|-----|---|--|--------------------------------------------------------------------------------|
| Centaurs | Adv | 8" | Mar | 16" | Dis | 7 | | | | | | Drunkard, Scoring, Strider (Forest) |
| Standard, Cavalry | HP | 1 | Def | 4 | Res | 4 | Arm | 0 | | | | Light Armour, Shield |
| Centaur | Att | 2 | Off | 4 | Str | 4 | AP | 1 | Agi | 3 | | Primal Instinct |
| Raiding Chariots | Adv | 7" | Mar | 7" | Dis | 8 | | | | | | Light Troops, Strider (Forest), Swiftstride |
| Large, Construct | HP | 4 | Def | 4 | Res | 4 | Arm | 2 | | | | Light Armour |
| Wildhorn Crew | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | | Primal Instinct, Light Lance |
| Longhorn Crew | Att | 1 | Off | 4 | Str | 4 | AP | 1 | Agi | 3 | | Primal Instinct, Great Weapon |
| War Hog (2) | Att | 1 | Off | 3 | Str | 4 | AP | 1 | Agi | 2 | | Harnessed |
| Chassis | | | | | Str | 5 | AP | 2 | Agi | | | Impact Hits (D6), Inanimate |
| Razortusk Herd | Adv | 7" | Mar | 14" | Dis | 6 | | | | | | Strider (Forest) |
| Large, Beast | HP | 3 | Def | 3 | Res | 5 | Arm | 0 | | | | |
| Razortusk | Att | 4 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | | Devastating Charge (+1 Str, +1 AP) |
| Razortusk Chariot | Adv | 7" | Mar | 7" | Dis | 8 | | | | | | Hunting Horn, Light Troops, Strider (Forest), Swiftstride |
| Large, Construct | HP | 5 | Def | 4 | Res | 5 | Arm | 1 | | | | Heavy Armour |
| Wildhorn Crew | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | | Primal Instinct, Light Lance |
| Longhorn Crew | Att | 1 | Off | 4 | Str | 4 | AP | 1 | Agi | 3 | | Primal Instinct, Great Weapon |
| Razortusk | Att | 4 | Off | 3 | Str | 5 | AP | 2 | Agi | 2 | | Devastating Charge (+1 Str, +1 AP), Harnessed |
| Chassis | | | | | Str | 5 | AP | 2 | Agi | | | Impact Hits (D6+1), Inanimate |
| Briar Beast | Adv | 3D6" | Mar | - | Dis | 10 | | | | | | Fear, Fearless, Random Movement (3D6"), Sleeper, Strider (Forest), Unbreakable |
| Large, Beast | HP | 3 | Def | 3 | Res | 5 | Arm | 0 | | | | |
| Briar Beast | Att | D6+1 | Off | 3 | Str | 4 | AP | 1 | Agi | 2 | | |
| Gargoyles | Adv | 5" | Mar | 10" | Dis | 7 | | | | | | Fly (9", 18"), Light Troops, Skirmisher, Strider (Forest), Swiftstride |
| Standard, Infantry | HP | 1 | Def | 4 | Res | 4 | Arm | 0 | | | | Hard Target (1) |
| Gargoyle | Att | 2 | Off | 4 | Str | 3 | AP | 0 | Agi | 3 | | Devastating Charge (+1 Str, +1 AP), Primal Instinct |

Terrors of the Wild

| | | | | | | | | | | | | |
|--------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|-------------------------------------------------------------------------------------|
| Cyclops | Adv | 7" | Mar | 14" | Dis | 8 | | | | | | Fearless, Magic Resistance (3), Strider (Forest) |
| Gigantic, Infantry | HP | 6 | Def | 2 | Res | 5 | Arm | 0 | | | | Aegis (5+) |
| Cyclops | Att | 5 | Off | 2 | Str | 6 | AP | 3 | Agi | 3 | | Divine Attacks, Hurl Attack (4+) |
| Gortach | Adv | 7" | Mar | 14" | Dis | 9 | | | | | | Fearless, Frenzy, Strider (Forest), Stubborn |
| Gigantic, Infantry | HP | 6 | Def | 3 | Res | 6 | Arm | 0 | | | | |
| Gortach | Att | 6 | Off | 4 | Str | 6 | AP | 3 | Agi | 3 | | Battle Focus, Impact Hits (D3), Lethal Strike, Primal Instinct, Strength from Flesh |
| Jabberwock | Adv | 8" | Mar | 16" | Dis | 8 | | | | | | Aura of Madness, Fearless, Fly (8", 16"), Light Troops, Strider (Forest) |
| Gigantic, Beast | HP | 5 | Def | 4 | Res | 5 | Arm | 3 | | | | |
| Jabberwock | Att | 4 | Off | 4 | Str | 5 | AP | 2 | Agi | 3 | | Breath Attack (Str 3, AP 2), Poison Attacks |
| Beast Giant | Adv | 7" | Mar | 14" | Dis | 8 | | | | | | Giant See, Giant Do |
| Gigantic, Infantry | HP | 7 | Def | 3 | Res | 5 | Arm | 1 | | | | |
| Beast Giant | Att | 5 | Off | 3 | Str | 5 | AP | 2 | Agi | 3 | | Rage |

Shooting Weapons

| Name | Artillery | Range | Str | AP | Shots | Rules |
|---------------------------|----------------|-------|-------|-------|-------|----------------------------------------------------------------------------------------|
| Hawthorne Curse | - | 18" | 3 [6] | 10 | 1 | Area Attack (1×5) [Multiple Wounds (D3)] Reload! No negative to-hit modifiers |
| Beer Barrel (Beast Giant) | - | 8" | 4 | 0 | 1 | Area Attack (3×3) Reload! Hits automatically |
| Hurl Attack (Cyclops) | Catapult (4×4) | 6-36" | 3 [7] | 0 [4] | 1 | Divine Attacks Magical Attacks [Multiple Wounds (D3, Clipped Wings)] |

Aim Table

| Name | Aim | Shooting Model |
|------------------|-----|------------------------------------------------|
| Hawthorne Curse | 3+ | Characters |
| Hurl Attack | 4+ | Cyclops |
| Bow | 4+ | Mongrel Raider |
| Throwing Weapons | 4+ | Beast Lord, Beast Chieftain, Centaur Chieftain |
| | 5+ | Centaur, Wildhorn |

List of Totems

| | |
|---------------------------|---------------------------------------------------------------------------------------------------------------------|
| Black Wing Totem | A unit with all models affected by the spell gains +3 Agility and Devastating Charge (+D3+1" Adv) . |
| Blooded Horn Totem | The target gains +1 Attack Value, and its Close Combat Attacks gain +2 Armour Penetration. |
| Clouded Eye Totem | A unit with all models affected by the spell gains Hard Target (1) and Magic Resistance (3) . |
| Gnarled Hide Totem | The target gains +1 Armour and Distracting . |

Changelog

2022 beta 1

Design Changes

- Minor rule clarifications

Non-Price Changes

- Wildhorn Herd Ambush (0–30 Models/Unit)
- Mongrel Herd Ambush (0–40 Models/Unit)
- Longhorn Herd Ambush (0–25 Models/Unit)
- Centaurs Ambush (0–12 Models/Unit)

Price Changes

- special item Hawthorn Curse 60 ↘ 55
- special item Twin Hungers 30 ↘ 25
- special item Obscuring Fog 20 ↘ 15
- special item Pillager Icon 55 ↘ 50
- special item Inscribing Burin 30 ↘ 25
- special item Eye of Dominance 50 ↘ 45
- special item Crown of Horns 25 ↗ 30
- Beast Lord Lance 10 ↘ 5
- Beast Lord Raiding Chariot 115 ↘ 105
- Centaur Chieftain base cost 205 ↘ 200
- Centaur Chieftain Ambush 20 ↘ 15
- Centaur Chieftain Paired Weapons 10 ↗ 15
- Centaur Chieftain Beast Axe 25 ↘ 20
- Minotaur Warlord base cost 490 ↘ 475
- Minotaur Warlord Paired Weapons 30 ↗ 45
- Minotaur Warlord Beast Axe 30 ↘ 25
- Soothsayer base cost 160 ↘ 145
- Soothsayer Adept 75 ↗ 95
- Soothsayer Master 225 ↗ 265
- Soothsayer Raiding Chariot 20 ↗ 40
- Mongrel Raiders additional models 6 ↘ 5
- Briar Beast base cost 100 ↘ 90
- Centaurs Throwing Weapons (5+) 4 ↘ 3
- Gargoyles additional models 12 ↘ 11
- Longhorn Herd additional models 19 ↘ 18
- Raiding Chariot base cost 115 ↘ 110
- Raiding Chariot additional models 105 ↗ 110
- Razortusk Herd additional models 60 ↘ 57
- Beast Giant base cost 290 ↘ 280
- Beast Giant Big Brother 30 ↘ 25
- Cyclops base cost 330 ↘ 320
- Gortach base cost 490 ↘ 480
- Jabberwock base cost 305 ↘ 290