



Lords 590 pts (24%)

Heroes 293 pts (12%)

Core 690 pts (28%)

Special 540 pts (22%)

Rare 385 pts (15%)

**BEAST LORD #1**

Beast Lord • Lords

**225 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Beast Lord	5	6	4	5	5	3	5	4	9	Infantry
<b>Equipments</b>	Light Armour									
<b>Special rules</b>	Strider (Forest) • Primal Instinct • Pack Tactics									
<b>Options</b>	Shield • May take Hunting Call									
<b>Magic items</b>	Axe of Battle • Armour of Destiny									

**MINOTAUR WARLORD #1**

Minotaur Warlord • Lords

**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>Equipments</b>	Light Armour									
<b>Special rules</b>	Strider (Forest) • Primal Instinct • Frenzy • Impact Hits (D3) • Lord of Bulls									
<b>Options</b>	Beast Axe • Heavy Armour									
<b>Magic items</b>	Talisman of Supreme Shielding • Flying Carpet - models on foot only (Lords) • Lucky Shield									

**SOOTHSAYER #1**

Soothsayer • Heroes

**130 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>Special rules</b>	Primal Instinct • Strider (Forest) • Blood Offering • Pack Tactics									
<b>Options</b>	Level 2 (Wizard Apprentice)									
<b>Magic items</b>	Dispel Scroll									
<b>Magic</b>	Level 1 Wizard Apprentice . May generate spells from the Path of <b>Wilderness</b> , Death, Shadows or Nature									

**BEAST CHIEFTAIN - BSB**

Unique • Heroes

**163 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>Equipments</b>	Light Armour									
<b>Special rules</b>	Primal Instinct • Strider (Forest) • Pack Tactics									
<b>Options</b>	Paired Weapons • May upgrade to Totem Bearer									
<b>Magic items</b>	Mithril Mail - models on foot only (Heroes) • Dark Rain									

**WILDHORN HERD #1**

Wildhorn Herd • Core

**170 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wildhorn Champion <i>x20</i>	5	4	3	3	4	1	3	1	7	Infantry
Champion	5	5	4	3	4	1	3	2	7	
<b>Special rules</b>	Primal Instinct • Strider (Forest) • Pack Tactics									
<b>Options</b>	May Ambush (max 25 models) • Champion • Upgrade to Totem Bearer • Gnarled Hide Totem • Musician • Standard Bearer • Shields									

**WILDHORN HERD #2**

Wildhorn Herd • Core

**80 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wildhorn <i>x10</i>	5	4	3	3	4	1	3	1	7	Infantry
<b>Special rules</b>	Primal Instinct • Strider (Forest) • Pack Tactics									
<b>Options</b>	May Ambush (max 25 models) • Musician • Paired Weapons									

**RAIDING CHARIOT #1**  
Raiding Chariot • Core**75** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot <i>x1</i>	-	-	-	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>Equipments</b>	Mount's Protection (5+) • Light Armour									
<b>Equipments (Wildhorn Crew (1))</b>	Light Lance									
<b>Equipments (Longhorn Crew (1))</b>	Great Weapon									
<b>Special rules</b>	Strider (Forest) • Light Troops									
<b>Special rules (Wildhorn Crew (1))</b>	Primal Instinct									
<b>Special rules (Longhorn Crew (1))</b>	Primal Instinct									

**RAIDING CHARIOT #2**  
Raiding Chariot • Core**75** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot <i>x1</i>	-	-	-	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>Equipments</b>	Mount's Protection (5+) • Light Armour									
<b>Equipments (Wildhorn Crew (1))</b>	Light Lance									
<b>Equipments (Longhorn Crew (1))</b>	Great Weapon									
<b>Special rules</b>	Strider (Forest) • Light Troops									
<b>Special rules (Wildhorn Crew (1))</b>	Primal Instinct									
<b>Special rules (Longhorn Crew (1))</b>	Primal Instinct									

**RAIDING CHARIOT #3**  
Raiding Chariot • Core**75** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot <i>x1</i>	-	-	-	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>Equipments</b>	Mount's Protection (5+) • Light Armour									
<b>Equipments (Wildhorn Crew (1))</b>	Light Lance									
<b>Equipments (Longhorn Crew (1))</b>	Great Weapon									
<b>Special rules</b>	Strider (Forest) • Light Troops									
<b>Special rules (Wildhorn Crew (1))</b>	Primal Instinct									
<b>Special rules (Longhorn Crew (1))</b>	Primal Instinct									

**RAIDING CHARIOT #4**  
Raiding Chariot • Core**75** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot <i>x1</i>	-	-	-	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>Equipments</b>	Mount's Protection (5+) • Light Armour									
<b>Equipments (Wildhorn Crew (1))</b>	Light Lance									
<b>Equipments (Longhorn Crew (1))</b>	Great Weapon									
<b>Special rules</b>	Strider (Forest) • Light Troops									
<b>Special rules (Wildhorn Crew (1))</b>	Primal Instinct									
<b>Special rules (Longhorn Crew (1))</b>	Primal Instinct									

**MONGREL RAIDERS #1**  
Mongrel Raiders • Core**30** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mongrel <i>x5</i>	5	3	3	3	3	1	3	1	6	Infantry
<b>Equipments</b>	Short Bow									
<b>Special rules</b>	Primal Instinct • Strider (Forest) • Pack Tactics • Skirmisher									

**MONGREL RAIDERS #2**  
Mongrel Raiders • Core**30** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mongrel <i>x5</i>	5	3	3	3	3	1	3	1	6	Infantry
<b>Equipments</b>	Short Bow									
<b>Special rules</b>	Primal Instinct • Strider (Forest) • Pack Tactics • Skirmisher									

**FERAL HOUNDS #2** **40** POINTS  
 Feral Hounds • Core

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Hound <i>x5</i>	7	4	-	3	3	1	3	1	5	War Beast
<b>Special rules</b>	Strider (Forest) • Ambush • Vanguard • Insignificant									

**FERAL HOUNDS #1** **40** POINTS  
 Feral Hounds • Core

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Hound <i>x5</i>	7	4	-	3	3	1	3	1	5	War Beast
<b>Special rules</b>	Strider (Forest) • Ambush • Vanguard • Insignificant									

**LONGHORN HERD #1** **395** POINTS  
 Longhorn Herd • Special

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Longhorn <i>x30</i>	5	4	3	4	4	1	3	1	8	Infantry
Champion	5	4	3	4	4	1	3	1	8	
<b>Equipments</b>	Halberd • Heavy Armour									
<b>Special rules</b>	Primal Instinct • Strider (Forest) • Pack Tactics • Bodyguard (Beast Lord)									
<b>Options</b>	Champion • Upgrade to Totem Bearer • Blooded Horn Totem • Musician • Standard Bearer									
<b>Magic standards</b>	Banner of Discipline									

**MINOTAURS #1** **145** POINTS  
 Minotaurs • Special

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Minotaur <i>x3</i>	6	4	3	5	4	3	3	3	7	Monstrous Infantry
<b>Equipments</b>	Light Armour									
<b>Special rules</b>	Primal Instinct • Strider (Forest) • Frenzy • Impact Hits (1)									
<b>Options</b>	Musician • Standard Bearer									

**BEAST GIANT #1** **185** POINTS  
 Beast Giant • Rare

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

**GORTACH #1** **200** POINTS  
 Gortach • Rare

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