

Beast Herd Raiders

While unpredictable and savage, Wildhorns are not stupid, and can see the benefit in hiring out their services.

Special Skills

Massive Strength

The Hero can use a double-handed weapon in one hand, though the other rules for that weapon still apply.

Mutant

The Hero can purchase one Mutation. This skill can be chosen multiple times.

Fearless

The Hero is immune to Fear, Terror, and All Alone tests.

Bellowing Roar

Wildhorn Chief only. Re-roll failed Rout tests.

Manhater

Hatred when fighting parties with a Human majority.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Wildhorn	4	7	6	4	5	4	6	4	9

Starting Gold	Model Count
500pg	3-15

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none">• Iron Orc Overseer• Ogre Mercenary• Warlock• Witch	<ul style="list-style-type: none">• Demicus, the Great Wizard• Yahn the Sneak

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Wildhorn Chief	1	20	85pg
Wildhorn Shaman	1	11	55pg
Wildhorn Warrior	1-3	8	45pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Mongrel	-	15pg
Minotaur	1	250pg
Hound	1-5	60pg

Mutations

Daemon Soul (20pg)

4+ Ward Save v Magic

Great Claw (50pg)

The Hero loses the ability to carry weapons in one hand (which means no two-handed weapons aswell). +1 A with a +1 S bonus.

Cloven Hoofs (40pg)

+1 M.

Tentacle (35pg)

The Hero loses the ability to carry weapons in one hand (which means no two-handed weapons aswell). One enemy model in close combat with the Hero suffers -1 A, down to a minimum of 1. The Hero can choose which attack the enemy loses.

Blackblood (30pg)

If the Hero loses a wound in close combat, any model (including friendly models) in base contact suffers a S3 hit (no critical hits).

Spines (35pg)

Any model in base contact with the Hero suffers an automatic S 1 hit at the beginning of each close combat phase (no critical hits).

Scorpion Tail (40pg)

+1 A at S 5. If hitting a model that is Immune to Poison, then S 2.

Extra Arm (40pg)

The Hero has an extra arm that can carry a single-handed weapon, or a shield.

Hideous (40pg)

The Hero causes Fear.

Equipment

Wildhorn	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Battle Axe / Shield	5pg
Sword / Halberd / Helmet	10pg
Double-handed Weapon	15pg
Light Armour	20pg
Heavy Armour	50pg

Mongrel	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Battle Axe / Spear / Shield	5pg

Warrior Profiles

Wildhorn Chieftain

Wildhorn Chieftains rule by might alone.

M	WS	BS	S	T	W	I	A	Ld
4	5	3	3	4	2	4	1	8

Equipment – any from Wildhorn list.

Skills – Combat, Strength, Speed, Special

Special Rules

Leader

Wildhorn Shaman

The Wildhorn Shaman is the spiritual leaders of the party.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	4	2	3	1	7

Equipment – any from Wildhorn list except armour.

Skills – Combat, Speed, Special

Special Rules

Wizard – uses Rituals of the Dark Gods.

Wildhorn

Wildhorns are vicious and spiteful creatures, and all wait for their chance to topple the Chieftain.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	4	2	3	1	7

Equipment – any from Wildhorn list.

Skills – Combat, Strength, Special

Mongrel

Mongrels are significantly weaker than Wildhorns, but make up for it in numbers and stealth.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	3	1	6

Equipment – any from Mongrel list.

Hound

These Hounds are larger than usual, and have a malevolent intelligence.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	4	1	3	2	6

Equipment – teeth and claws.

Special Rules

Animal

Minotaur

Minotaurs are colossal beasts who constantly hunt for fresh meat to devour.

M	WS	BS	S	T	W	I	A	Ld
6	4	3	4	4	3	3	2	9

Equipment – any from Wildhorn list.

Special Rules

Fear

Large Target

Bloodlust – if the Minotaur puts all enemies it is in close combat with Out of Action, it becomes Frenzied on a 4+.

Animal

Rituals of the Dark Gods

1. Vision of Torment
2. Eye of the Dark Gods
3. Dark Blood
4. Lure of Chaos
5. Wings of Darkness
6. Word of Pain

Vision of Torment – Difficulty 10

Range 6" or base contact if in close combat. Cast on enemy model. The target is immediately Stunned. If the model cannot be Stunned, they are Knocked Down.

Eye of the Dark Gods – Difficulty 7

Range 6". Cast on any model. Can only be cast successfully once per skirmish. Roll a D6: 1 the model is taken Out of Action. 2-5 the model gains +1 to any characteristic chosen by the caster for the duration of the skirmish. 6 the model gains +1 to all characteristics for the duration of the skirmish.

Dark Blood – Difficulty 8

Range 8". Hits first model in a straight line from caster. Causes D3 S3 hits. After a successful casting, the Seer must roll on the Injury table, treating Out of Action as Stunned.

Lure of Chaos – Difficulty 9

Range 12". Cast on closest enemy model. Roll a D6 and add the Seers Ld to the score. Do the same for the targeted model. If the Seer's total is higher, the Seer gains control of the model until it passes an Ld test in its recovery phase. The model cannot intentionally harm itself, but it will fight models on its own side, and never members of the Barbarian party. If in close combat with the Barbarian party when the spell is cast, the model moves 1" away immediately.

Wings of Darkness – Difficulty 7

The Seer may immediately move anywhere within 12", including into base contact with an enemy model, which counts as charging. If the Seer engages a fleeing enemy in this way, they strike one hit automatically only in the close combat phase, and the enemy will flee again if they survive.

Word of Pain – Difficulty 7

Range 3". All models within range suffer S3 hit with no armour saves allowed.