

Link to the product: <https://www.spellcrow.com/wild-creatures-p-1059.html>



Wild Creatures

Price	12 £
Availability	Available
Shipping time	24 hours
Producer code	SPCR0077
EAN	5060600647338
Manufacturer	Spellcrow

Product description

The set contains 8 one-piece high-quality resin miniatures of Wild Creatures and four 25 mm square plastic bases. Require assembly, cleaning and painting. Scenic bases not included. The miniatures are dedicated for the *Gaeldor* army in *Argatoria Wargame*.

Scale: 10 mm

Design and sculpting: Marek Rurarz, Piotr Pirianowicz

Wild Creatures Tactics

The two biggest advantages of the Wild Creatures are their cost and Frenzy. This is one of the cheapest cavalry units to field, so having at least one in your army will give you some tactical advantage and increased mobility. They double their Attacks (A) when charging, meaning that each base from the first rank will have not 2 but 4 Attacks. They can potentially deal a lot of damage, so – depending on the unit size – you can target even more numerous units to weaken them. If you want to increase your chance for crushing the opponent, field a different cavalry unit, for example Forest Serpents or Amazons on Spiders, close to the Wild Creatures. Both units should then target the same foe, as they will more likely take them down and move on to the next one. Good cooperation between cavalry units in the Gaeldor army will significantly increase their effectiveness.

Consider fielding single-rank or two-rank units to secure the flanks. If your unit is one-rank, you can charge an enemy Horde – their standard charge bonuses will be cancelled, but not the bonuses from Frenzy. With Weapon Skill 3, they should still manage to do some harm. A Horde of Wild Creatures might also be a good idea if you want to block an enemy unit for longer.

Always have the Champion of Beasts around to attach him to the Wild Creatures of at least two ranks. He will grant them additional +2 attacks to the standard +4 for being the Champion, so 6 in total.

Colour schemes:

Gaeldor

Fur and feathers – beige, grey, orange brown, brown, black