

Mongrel Raiders

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[Core choice] 100 pts

0-4 units per army

M WS BS S T W I A Ld

5 3 3 3 3 1 3 1 6

[Infantry](#), 20x20mm base, 10 models

Weapons:

[Bow](#)

Beasts [Special Rules](#):

[Primal Instinct](#), [Strider](#)

(Forest)

Options:

May take [Scout](#) and [Ambush](#) (20pts)

May upgrade one [model](#) to each of the following:

[Champion](#) (20pts), [Musician](#) (20pts)

[Special Rules](#):

[Pack Tactics](#), [Skirmishers](#)