

# Fantasy Battles

## The 9<sup>th</sup> Age



# Beast Herds

Army Rules

Version 1.1.0 - 02 September 2016

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All rules and feedback can be found/given at <http://www.the-ninth-age.com/>  
Recent changes are colour coded **green** and listed at the change log at the end of this document.

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# Army Special Rules

## Primal Instinct

At the start of each Round of Combat, each unit with one or more models with this special rule must take a Leadership test. If passed, model parts with this special rule must reroll failed to-hit rolls during that Round of Combat.

## Drunkard

Units with this rule may gain one of two different sets of effects depending on whether they show up Sober or Drunk on the Battlefield.

### Sober

*The Drunkard unit is miraculously sober for once.* Sober models gain Vanguard and Light Troops. A unit that has been Sober once can never be Scoring.

### Drunk

*The Drunkard unit is unbelievably drunk.* Drunk models gain Immune to Psychology and Thunderous Charge. Drunk units cannot Ambush.

The player may choose before the battle whether a Drunkard unit is Sober or Drunk. Drunkard Characters may only join Drunkard units who are in the same state of sobriety (or lack thereof).

## Pack Tactics

Models with this rule gain Swiftstride when charging an enemy's flank or rear.

## Looted Booze

One use only. A unit with one or more models with this rule may change from Sober to Drunk at the beginning of any Player Turn.

## Blood Offering

Units that include at least one Character with this rule may reroll failed Panic tests at the cost of inflicting one wound with no saves of any kind allowed to a Character with this rule in the unit.

## Half Horse

Stomp hits can never be distributed to a model with this rule.

# Armoury

## Soothsayer Staff

Close Combat Weapon. Requires two hands. Models armed with a Soothsayer Staff may use this weapon in one of two manners in Close Combat, decided by the player at the start of each Round of Combat. The weapon may be used offensively as a Great Weapon, or defensively as a Hand Weapon that grants a +2 bonus to the wielder's Armour Save (for that round of combat).

## Beast Axe

Close Combat Weapon. Attacks made with this weapon has +1 Strength and strikes at Initiative 0 (regardless of the wielder's Initiative). The wielder gains +1 to its Armour Save.

## Totems

Totems are special upgrades that certain Beast Herds Characters and Champions may take. Each Totem Bearer can cast a Bound Spell (Power Level 3) that Lasts One Turn. Only one Totem Bound Spell can affect a unit at a time (the one most recently successfully cast). Champions and Characters do not carry the same Totems and are not subject to the same rules:

### Characters

Characters may cast each of the four Totem Bound Spells once each magic phase.

Totem Bound Spells cast by Characters are Augments with Range 18".

### Champions

Champions can only bring one Totem Bound Spell. The chosen spell must be indicated in the Army List.

Totem Bound Spells cast by Champions are Augments with type Caster's Unit.

## List of Totems

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**Gnarled Hide Totem** The unit gains Innate Defence (6+) and Distracting.

**Blooded Horn Totem** The unit gains +1 Attack and Armour Piercing (2).

**Clouded Eye Totem** The unit gains Hard Target and Magic Resistance (3).

**Black Wing Totem** The unit gains +3 Initiative and adds D3+1" to its Charge Range.

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# Magical Items

## Magical Weapons

### **The Impaler** (40 pts)

Only characters without Ambush.

Type: Hand Weapon. Attacks with this weapon have +2 Strength in the Round of Combat directly after the wielder has charged into combat. This bonus is only applied to attacks directed against the charged enemies.

The weapon can be shot using the rules for a Bolt Thrower Artillery Weapon: Range 18", Strength 6, Armour Piercing (6), Multiple Wounds (D3). Shots from the weapon never suffer negative to-hit modifiers.

**Leeching Blade** (15 pts) - Gnarled Soothsayer and Soothsayer only.

Type: Hand Weapon. Before the wielder rolls a Panic Test (note, not before re-rolling it) it may choose to immediately lose 1 Wound. If so, the Panic Test is automatically passed.

## Magical Armour

### **Aghor's Flayed Hide** (60/50 pts)

Type: None. The wearer gains Regeneration (4+) and +1 Toughness, but cannot wear any mundane armour (including Mount's Protection).

## Talismans

### **Pillager Icon** (25 pts)

All friendly units comprised entirely of Razortusks or Chariots (single model Chariots only, excluding Character mounts) within 12" gain Vanguard.

### **Eye of Dominance** (15 pts)

The bearer can only be hit by rolls of '6' from Close Combat Attacks made by Swarms, War Beasts, Cavalry mounts, Monstrous Beasts, Monstrous Cavalry mounts, Chariot-pulling beasts, Monsters and Ridden Monster mounts. Crew and riders are unaffected.

## Enchanted Items

### **Seed of the Dark Forest** (40 pts)

One use only. Before the battle (after moving Vanguarding units), the bearer may place a single Forest (that must be no larger than 10" in length and 6" in width) on the Battlefield with its centre within 12" of the bearer and more than 1" from all enemy units. All friendly models even partially within this Dark Forest add +1 to their casting rolls for Augment spells, Hex spells, and Totems (this overrides the normal restriction of not adding casting modifiers to Bound Spells).

### **Gourd of Beetles** (35 pts)

The bearer can cast *Swarm of Insects* from the Path of Wilderness as a Bound Spell (Power Level 4).

### **Dark Rain** (25 pts)

One use only. This item 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 start of the next Game Turn. During the enemy's shooting phase, all Shooting Attacks have -2 to hit as long as the owning player has the second Player Turn. This is decreased to -1 to hit if the owning player has the first Player Turn.

### **Crown of Horns** (10 pts)

The bearer, all models in its unit and all models within range of its Inspiring Presence (if applicable) automatically pass Primal Instinct tests.

## Magical Standards

### **Banner of the Wild Herd** (25 pts)

One use only. May be activated at the start of any Round of Combat. For the duration of this Round of Combat, all Wildhorns in the bearer's unit gain +1 Strength.

# Army List

## LORDS



### Minotaur Warlord 230 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 6  | 4  | 6 | 5 | 5 | 5 | 5 | 8  |

Monstrous Infantry 40x40mm base

*Armour:*

Light Armour

*Options:*

May take Magical Items

*pts*

up to 100

May take any of the following:

*Beasts Special Rules:*

Strider (Forest), Primal Instinct

Shield

10

Heavy Armour

15

May take a weapon (one choice only):

*Special Rules:*

Frenzy, Impact Hits (D3)

Paired Weapons

10

Flail

10

Great Weapon

20

Beast Axe

25

**Lord of Bulls:** If a Minotaur Warlord is the General, then Minotaurs, Minotaur Warlords, and Minotaur Chieftains never lose Frenzy as long as the General is alive.



### Gnarled Soothsayer 180 pts

single model

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

Infantry 25x25mm base

*Beasts Special Rules:*

Strider (Forest), Primal Instinct

*Options:*

May become a Level 4 Wizard Master

*pts*

30

May take Magical Items

up to 100

*Special Rules:*

Blood Offering, Pack Tactics

May take a weapon (one choice only):

Paired Weapons

3

Soothsayer Staff

10

*Magic:*

**Level 3 Wizard Master.** Generates spells from the Path of Wilderness, Death, Shadows, or Nature.

May ride a Raiding Chariot

20



# Beast Lord 125 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 5 | 6  | 4  | 5 | 5 | 3 | 5 | 4 | 9  |

Infantry 25x25mm base

*Armour:*

Light Armour

Options:

May take Magical Items

pts

up to 100

May take any of the following:

*Beasts Special Rules:*

Strider (Forest), Primal Instinct

Shield

5

Heavy Armour

12

May take Throwing Weapons

3

*Special Rules:*

Pack Tactics

May take a weapon (one choice only):

Paired Weapons

5

Great Weapon

15

Lance

15

Beast Axe

20

May take a mount (one choice only):

Raiding Chariot

35

Razortusk Chariot

75

May take Hunting Call

20

**Hunting Call:** If a Beast Lord with this upgrade is the General of the army, failed Ambush rolls for **units with one or more models with** Pack Tactics may be rerolled. Ambush rolls for such units must be made beginning on Game Turn 1 as long as the owning player does not have the first turn.

# HEROES



## Minotaur Chieftain 130 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |                                 |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 6 | 5  | 4  | 5 | 5 | 4 | 4 | 4 | 7  | Monstrous Infantry 40x40mm base |

|                                   |                                      |            |
|-----------------------------------|--------------------------------------|------------|
| <i>Armour:</i>                    | <i>Options:</i>                      | <i>pts</i> |
| Light Armour                      | May be the Battle Standard Bearer    | 25         |
|                                   | May take Magical Items               | up to 50   |
| <i>Beasts Special Rules:</i>      | May upgrade to Totem Bearer          | 30         |
| Primal Instinct, Strider (Forest) | May take any of the following:       |            |
|                                   | Shield                               | 10         |
|                                   | Heavy Armour                         | 12         |
| <i>Special Rules:</i>             | May take a weapon (one choice only): |            |
| Frenzy, Impact Hits (1)           | Paired Weapons                       | 5          |
|                                   | Flail                                | 5          |
|                                   | Great Weapon                         | 15         |
|                                   | Beast Axe                            | 20         |



## Soothsayer 70 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |                       |
|---|----|----|---|---|---|---|---|----|-----------------------|
| 5 | 4  | 4  | 3 | 4 | 2 | 3 | 1 | 7  | Infantry 25x25mm base |

|  |  |            |
|--|--|------------|
| <i>Beasts Special Rules:</i>   | <i>Options:</i>                        | <i>pts</i> |
| Primal Instinct, Strider (Forest)  | May become a Level 2 Wizard Apprentice | 25         |
|  | May take Magical Items                 | up to 50   |
| <i>Special Rules:</i>  | May take a weapon (one choice only):   |            |
| Blood Offering, Pack Tactics   | Paired Weapons                         | 2          |
|  | Soothsayer Staff                       | 10         |
| <i>Magic:</i>  | May take (one choice only):            |            |
| <b>Level 1 Wizard Apprentice.</b> Generates spells from the Path of Wilderness, Death, Shadows or Nature | Ride a Raiding Chariot                 | 40         |
|  | Ambush                                 | 5          |



## Beast Chieftain 55 pts

single model

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

Infantry 25x25mm base

### Armour:

Light Armour

### Options:

May be the Battle Standard Bearer

May take Magical Items

May upgrade to Totem Bearer

May take any of the following:

Shield

Heavy Armour

May take Throwing Weapons

May take a weapon (one choice only):

Paired Weapons

Lance

Great Weapon

Beast Axe

May take (one choice only):

Ride a Raiding Chariot

Ambush

pts

25

up to 50

30

5

12

2

3

6

8

10

50

10

### Beasts Special Rules:

Primal Instinct, Strider (Forest)

### Special Rules:

Pack Tactics



## Centaur Chieftain 90 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 8 | 5  | 4  | 5 | 5 | 2 | 4 | 4 | 8  |

War Beast 25x50mm base

### Armour:

Light Armour

### Options:

May be the Battle Standard Bearer

May take Magical Items

May upgrade to Totem Bearer

May Ambush

May take Looted Booze

May take any of the following:

Shield

Heavy Armour

+1 Wound (General only)

May take Throwing Weapons

May take a weapon (one choice only):

Paired Weapons

Lance

Great Weapon

Beast Axe

pts

25

up to 50

30

15

15

2

12

25

3

8

15

15

20

### Beasts Special Rules:

Primal Instinct, Strider (Forest)

### Special Rules:

Drunkard, Half Horse

**Hoof Father:** If a Centaur Chieftain is the General then Centaur units may be taken as Core choices instead of Special choices. Standard Bearers of Centaur units taken as Core choices cannot take Magical Standards, except a single Centaur unit taken as Core that may become the Veteran Standard Bearer.



# CHARACTER MOUNTS

## Raiding Chariot

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Chariot     | - | -  | -  | 5 | 4 | 4 | - | - | -  |
| Crew (1)    | - | 4  | 3  | 3 | - | - | 3 | 1 | 7  |
| War Hog (2) | 7 | 3  | -  | 4 | - | - | 2 | 1 | 3  |

Chariot, 50x100 base

Light Lance (Wildhorn)

Mount's Protection (5+), Light Armour

Primal Instinct (Wildhorn), Strider (Forest), Light Troops

## Razortusk Chariot

|               | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Chariot       | - | -  | -  | 5 | 5 | 5 | - | - | -  |
| Crew (1)      | - | 4  | 3  | 3 | - | - | 3 | 1 | 7  |
| Razortusk (1) | 7 | 3  | -  | 5 | - | - | 2 | 4 | 6  |

Chariot, 50x100 base

Light Lance (Wildhorn)

Mount's Protection (5+), Light Armour

Primal Instinct (Wildhorn), Strider (Forest), Thunderous Charge (Razortusk), Impact Hits (+1)

*Options:*

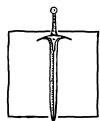
May take Hunting Horn

*pts*

20

**Hunting Horn:** All friendly units within 6" of one or more models with this upgrade add +1" to Charge Range.

# CORE



## Wildhorn Herd 50 pts

10 models, may add up to 40 models 5 pts/model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 5 | 4  | 3  | 3 | 4 | 1 | 3 | 1 | 7  |

Infantry 25x25mm base

### Beasts Special Rules:

Primal Instinct, Strider (Forest)

### Options:

May Ambush (max 25 models)

May take (one choice only):

Shields 1 / model

Paired Weapons 1 / model

May take Throwing Weapons 1 / model

May upgrade one model to each of the following:

Champion 10

- may upgrade to Totem Bearer 10

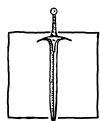
Musician 10

Standard Bearer 10

- may become the Veteran Standard Bearer

### Special Rules:

Pack Tactics



## Mongrel Herd 80 pts

20 models, may add up to 30 models 4 pts/model

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

Infantry 20x20mm base

### Armour:

Shield

### Options:

May Ambush (max 30 models)

May take a Spear 1 / two models

### Beasts Special Rules:

Primal Instinct, Strider (Forest)

May upgrade one model to each of the following:

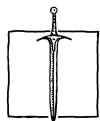
Champion 10

Musician 10

Standard Bearer 10

### Special Rules:

Pack Tactics



## Mongrel Raiders 50 pts

10 models, may add up to 10 models 5 pts/model

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

Infantry 20x20mm base

### Weapons:

Shortbow

### Options:

May take Scout and Ambush

May upgrade one model to each of the following:

Champion 10

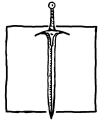
Musician 10

### Beasts Special Rules:

Primal Instinct, Strider (Forest)

### Special Rules:

Pack Tactics, Skirmishers



## Feral Hounds 40 pts

5 models, may add up to 15 models 4 pts/model

---

|  | M | WS | BS | S | T | W | I | A | Ld |
|--|---|----|----|---|---|---|---|---|----|
|  | 7 | 4  | -  | 3 | 3 | 1 | 3 | 1 | 5  |

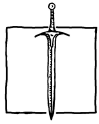
War Beast 25x50mm base

*Beasts Special Rules:*

Strider (Forest)

*Special Rules:*

Insignificant, Ambush, Vanguard



## Raiding Chariot 75 pts

1 model, may add up to 2 models for 65 pts/model

---

|                   | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|---|----|----|---|---|---|---|---|----|
| Chariot           | - | -  | -  | 5 | 4 | 4 | - | - | -  |
| 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  |

Chariot 50x100mm base

*Weapons:*

Great Weapon (Longhorn), Light Lance (Wildhorn)

*Armour:*

Mount's Protection (5+), Light Armour

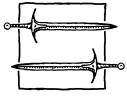
*Beasts Special Rules:*

Primal Instinct (Wildhorn and Longhorn), Strider (Forest)

*Special Rules:*

Light Troops

# SPECIAL



## Minotaurs 125 pts

3 models, may add up to 7 models 38 pts/model

M WS BS S T W I A Ld

6 4 3 5 4 3 3 3 7 Monstrous Infantry 40x40mm base

*Armour:*

Light Armour

*Options:*

May take (one choice only):

pts

Shield 4 / model

Great Weapon 8 / model

Paired Weapons 5 / model

*Beasts Special Rules:*

Primal Instinct, Strider (Forest)

May upgrade one model to each of the following:

*Special Rules:*

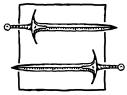
Frenzy, Impact Hits (1)

Champion 10

Musician 10

Standard Bearer 10

- may take a Magical Standard up to 50



## Longhorn Herd 90 pts

10 models, may add up to 30 models 12 pts/model

M WS BS S T W I A Ld

5 4 3 4 4 1 3 1 8 Infantry 25x25mm base

*Weapons:*

Halberd

*Options:*

May Ambush (max 20 models)

May replace Halberd with Great Weapon

May upgrade one model to each of the following:

pts

1 / model

1 / two models

*Armour:*

Heavy Armour

Champion 10

- may upgrade to Totem Bearer 10

*Beasts Special Rules:*

Primal Instinct, Strider (Forest)

Musician 10

Standard Bearer 10

*Special Rules:*

Pack Tactics, Bodyguard (Beast Lord)

- may take a Magical Standard up to 50



## Centaurs 75 pts

5 models, may add up to 15 models 13 pts/model

M WS BS S T W I A Ld

8 4 3 4 4 1 3 2 7

War Beast 25x50mm base

### Armour:

Light Armour, Shield

### Options:

May Ambush (max 8 models)

May take Throwing Weapons

May take (one choice only):

Paired Weapons

Great Weapon

Lance

Light Lance

pts

3 / model

2 / model

1 / model

3 / model

4 / model

2 / model

May upgrade one model to each of the following:

Champion

- may upgrade to Totem Bearer

Musician

Standard Bearer

- may take a Magical Standard

10

10

10

10

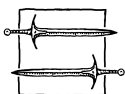
up to 25

### Beasts Special Rules:

Primal Instinct, Strider (Forest)

### Special Rules:

Drunkard, Half Horse



## Gargoyles 80 pts

5 models, may add up to 5 models 12 pts/model

M WS BS S T W I A Ld

5 4 - 3 4 1 3 2 7

Infantry 20x20mm base

### Beasts Special Rules:

Primal Instinct, Strider (Forest)

### Options:

May gain Scout

pts

10

### Special Rules:

Fly (10), Skirmishers, Thunderous Charge



## Razortusk Herd 50 pts

1 model, may add up to 9 models 35 pts/model

M WS BS S T W I A Ld

7 3 - 5 5 3 2 4 6

Monstrous Beast 50x50mm base

### Beasts Special Rules:

Strider (Forest)

### Special Rules:

Thunderous Charge



## Razortusk Chariot 110 pts

single model

|                   | M | WS | BS | S | T | W | I | A | Ld |                       |
|-------------------|---|----|----|---|---|---|---|---|----|-----------------------|
| Chariot           | - | -  | -  | 5 | 5 | 5 | - | - | -  |                       |
| Wildhorn Crew (1) | - | 4  | 3  | 3 | - | - | 3 | 1 | 7  |                       |
| Longhorn Crew (1) | - | 4  | 3  | 4 | - | - | 3 | 1 | 8  |                       |
| Razortusk (1)     | 7 | 3  | -  | 5 | - | - | 2 | 4 | 6  | Chariot 50x100mm base |

### Weapons:

Great Weapon (Longhorn), Light Lance (Wildhorn)

### Options:

May take Hunting Horn

pts

20

### Armour:

Light Armour, Mount's Protection (5+)

**Hunting Horn:** All friendly units within 6" of one or more models with this upgrade add +1" to Charge Range.

### Beasts Special Rules:

Primal Instinct (Wildhorn and Longhorn), Strider (Forest)

### Special Rules:

Thunderous Charge (Razortusk), Impact Hits (+1)



## Briar Beast 60 pts

single model

|             | M | WS | BS | S | T | W | I | A | Ld |                              |
|-------------|---|----|----|---|---|---|---|---|----|------------------------------|
| Briar Beast | * | 3  | -  | 4 | 5 | 3 | 2 | * | 10 | Monstrous Beast 40x40mm base |

### Beasts Special Rules:

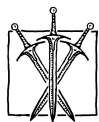
Strider (Forest)

### Special Rules:

Random Movement (3D6), Fear, Random Attacks (1D6+1), Unbreakable

**Sleeper:** You may choose not to deploy this unit as normal. Instead the controlling player may choose to awaken the Sleeper at the start of any friendly Remaining Moves sub-phase: the Briar Beast is placed completely within any forest on the table.

# RARE



## Cyclops 200 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 7 | 2  | 3  | 6 | 5 | 6 | 3 | 5 | 8  |

Monster 50x100mm base

*Beasts Special Rules:*

Strider (Forest)

*Special Rules:*

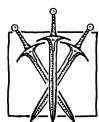
Divine Attacks, Immune to Psychology, Magic Resistance (3), Ward Save (5+)

*Weapons:*

**Hurl Attack:**

**Catapult (3") Artillery Weapon** with:

Range 6-36", Strength 3[9], [Multiple Wounds (Ordnance)], Magical Attacks, Divine Attacks.



## Gortach 200 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 7 | 4  | -  | 6 | 6 | 6 | 3 | 6 | 9  |

Monster 50x100mm base

*Beasts Special Rules:*

Primal Instinct, Strider (Forest)

*Special Rules:*

Impact Hits (D3), Lethal Strike, Frenzy, Stubborn

**Strength From Flesh:** Whenever a Gortach inflicts an unsaved Lethal Strike (rolling a natural '6' to wound with an attack with Lethal Strike), the attack gains Multiple Wounds (D3). If this attack successfully causes one or more unsaved Wounds, the Gortach Recovers 1 Wound at the end of the initiative step.

**Locked Horns:** Minotaur Warlords in an army with one or more Gortachs are One of a Kind.



## Jabberwock 125 pts

single model

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

Monster 50x100mm base

*Beasts Special Rules:*

Strider (Forest)

*Options:*

May take Innate Defence (4+)

pts

30

May have a Breath Weapon with

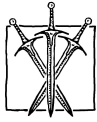
*Special Rules:*

Fly (8), Immune to Psychology, Poisoned Attacks

Strength 3, Armour Piercing (2)

25

**Aura of Madness:** Enemy units within 6" of one or more models with Aura of Madness have -1 Leadership.



## Beast Giant 145 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 3  | -  | 6 | 5 | 6 | 3 | * | 10 |

Monster 50x75mm base

*Army Special Rules:*  
Strider (Forest)

*Options:*  
May have (one choice only):

*pts*

Looted Booze 10

*Special Rules:*  
Drunkard, Stubborn

Ambush 40

**Giant Attacks:** When a giant attacks in Close Combat, instead of attacking normally, choose an enemy unit in base contact with the Giant to attack and roll on the chart below. The Giant's attack depends on the Troop Type of the target enemy unit.

Against Infantry, War Beast, Swarm, War Machine and Cavalry targets:

- 1: Bellow
- 2: Jump
- 3: Grab
- 4-6: Swing

Against Monstrous Beast, Monstrous Infantry, Monstrous Cavalry, Chariot, Monster and Ridden Monster targets:

- 1: Bellow
- 2-3: Thump
- 4-6: Smash

**Bellow:** Neither the giant nor the chosen unit can make any further Close Combat attacks this phase. Attacks already resolved (including attacks resolved simultaneously with this attack) are not affected. The Giant's side automatically wins the combat by 2. If two (or more) opposing Giants "Bellow", the combat is a draw.

**Jump:** The chosen unit suffers D6 hits using the Giant's Strength. The Giant must take a Dangerous Terrain (1) test.

**Grab:** Select a single model in the chosen unit and in base contact with the Giant. This model must take a Strength test and a Weapon Skill test. For each failed test, the model suffers a hit with the Giant's Strength and Multiple Wounds (D3).

**Swing:** The Giant makes 2D6 normal Close Combat attacks against the chosen unit.

**Thump:** Select a single model in the chosen unit and in base contact with the Giant. This model must take an Initiative test. If the test is failed, the model suffers 2D6 wounds with Armour Piercing (6).

**Smash:** Select a single model in the chosen unit and in base contact with the Giant. This model suffers 1 wound with Armour Piercing (6). If the model has not yet attacked this phase it cannot attack in this Round of Combat. If the model has already attacked, it cannot make attacks in the following Round of Combat.

- Notes-

Giant Attacks are Close Combat attacks and are therefore affected by all rules normally affecting Close Combat attacks. After rolling on this chart, the Giant may still Stomp as normal.



# Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare

|   | <u>CHARACTERS</u>  | M | WS | BS | S | T | W | I | A | Ld |
|---|--------------------|---|----|----|---|---|---|---|---|----|
| L | Minotaur Warlord   | 6 | 6  | 4  | 6 | 5 | 5 | 5 | 5 | 8  |
|   | Gnarled Soothsayer | 5 | 5  | 4  | 4 | 5 | 3 | 4 | 2 | 8  |
|   | Beast Lord         | 5 | 6  | 4  | 5 | 5 | 3 | 5 | 4 | 9  |
| H | Minotaur Chieftain | 6 | 5  | 4  | 5 | 5 | 4 | 4 | 4 | 7  |
|   | Soothsayer         | 5 | 4  | 4  | 3 | 4 | 2 | 3 | 1 | 7  |
|   | Beast Chieftain    | 5 | 5  | 4  | 4 | 5 | 2 | 4 | 3 | 8  |
|   | Centaur Chieftain  | 8 | 5  | 4  | 5 | 5 | 2 | 4 | 4 | 8  |

## INFANTRY

|   |                |   |   |   |   |   |   |   |   |   |
|---|----------------|---|---|---|---|---|---|---|---|---|
| C | Wildhorn Herd  | 5 | 4 | 3 | 3 | 4 | 1 | 3 | 1 | 7 |
|   | Mongrel Herd   | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 |
|   | Mongrel Raider | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 |
| S | Longhorn Herd  | 5 | 4 | 3 | 4 | 4 | 1 | 3 | 1 | 8 |
|   | Gargoyle       | 5 | 4 | - | 3 | 4 | 1 | 3 | 2 | 7 |

## MONSTROUS INFANTRY

|   |          |   |   |   |   |   |   |   |   |   |
|---|----------|---|---|---|---|---|---|---|---|---|
| S | Minotaur | 6 | 4 | 3 | 5 | 4 | 3 | 3 | 3 | 7 |
|---|----------|---|---|---|---|---|---|---|---|---|

|   | <u>WAR BEASTS</u> | M | WS | BS | S | T | W | I | A | Ld |
|---|-------------------|---|----|----|---|---|---|---|---|----|
| C | Feral Hound       | 7 | 4  | -  | 3 | 3 | 1 | 3 | 1 | 5  |
| S | Centaur           | 8 | 4  | 3  | 4 | 4 | 1 | 3 | 2 | 7  |

## MONSTROUS BEASTS

|   |             |   |   |   |   |   |   |   |   |    |
|---|-------------|---|---|---|---|---|---|---|---|----|
| S | Razortusk   | 7 | 3 | - | 5 | 5 | 3 | 2 | 4 | 6  |
| S | Briar Beast | * | 3 | - | 4 | 5 | 3 | 2 | * | 10 |

## CHARIOTS

|   |                   |   |   |   |   |   |   |   |   |   |
|---|-------------------|---|---|---|---|---|---|---|---|---|
| C | Raiding Chariot   | - | - | - | 5 | 4 | 4 | - | - | - |
|   | - Wildhorn (1)    | - | 4 | 3 | 3 | - | - | 3 | 1 | 7 |
|   | - Longhorn (1)[0] | - | 4 | 3 | 4 | - | - | 3 | 1 | 8 |
|   | - War Hog (2)     | 7 | 3 | - | 4 | - | - | 2 | 1 | 3 |
| S | Razortusk Chariot | - | - | - | 5 | 5 | 5 | - | - | - |
|   | - Wildhorn (1)    | - | 4 | 3 | 3 | - | - | 3 | 1 | 7 |
|   | - Longhorn (1)[0] | - | 4 | 3 | 4 | - | - | 3 | 1 | 8 |
|   | - Razortusk (1)   | 7 | 3 | - | 5 | - | - | 2 | 4 | 6 |

(1) number of crew members when taken as a separate unit  
 [0] number of crew members when taken as a mount

## MONSTERS

|   |             |   |   |   |   |   |   |   |   |    |
|---|-------------|---|---|---|---|---|---|---|---|----|
| R | Cyclops     | 7 | 2 | 3 | 6 | 5 | 6 | 3 | 5 | 8  |
|   | Gortach     | 7 | 4 | - | 6 | 6 | 6 | 3 | 6 | 9  |
|   | Jabberwock  | 8 | 4 | 2 | 5 | 5 | 5 | 3 | 4 | 8  |
|   | Beast Giant | 6 | 3 | - | 6 | 5 | 6 | 3 | * | 10 |

## ARTILLERY WEAPON

|         |             | Range         | S    | Multiple Shots | Multiple Wounds | Armour Piercing |
|---------|-------------|---------------|------|----------------|-----------------|-----------------|
| Cyclops | Hurl Attack | Catapult (3") | 6-36 | 3[9]           | -               | [Ordnance]      |

## List of Totems

**Gnarled Hide Totem** The unit gains Innate Defence (6+) and Distracting.

**Blooded Horn Totem** The unit gains +1 Attack and Armour Piercing (2).

**Clouded Eye** The unit gains Hard Target and Magic Resistance (3).

**Black Wing Totem** The unit gains +3 Initiative and adds D3+1 to its Charge Range.



## Changelog

v1.1.0

- pillagers icon, implementing FAQ
- Aghor's Flayed Hide, implementing FAQ
- Hunter's call, clarification