

THE IX AGE FANTASY BATTLES



Beast Herds

Army Book

2nd Edition, version 2020 – December 25, 2019

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The 9th Age: Fantasy Battles is a community-made miniatures wargame.
All rules and feedback can be found and given at: the-ninth-age.com
Refer to the Rulebook for instructions on How to Read Unit Entries.
All changes are listed on: the-ninth-age.com/archive.html

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Army Model Rules

Universal Rules

Drunkard

The unit may gain one of two different sets of effects depending on whether it shows up Sober or Drunk on the Battlefield. At step 8 of the Pre-Game Sequence (after Spell Selection), the player **must** choose whether a Drunkard unit is Sober or Drunk. Drunk Characters cannot join units containing any Sober models and vice versa (models without Drunkard are considered neither Drunk nor Sober).

Sober

The model gains **Light Troops** and **Vanguard**. A unit that has been Sober once loses Scoring for the rest of the game. If playing Capture the Flags, Scoring is not lost.

Drunk

The model gains **Devastating Charge (+1 Str, +1 AP)** and **Fearless**. Drunk units cannot Ambush.

Hunting Call

If the army includes a model with Hunting Call, the owner may:

- Choose to roll for Ambush for units with one or more models with Pack Tactics starting from the owner's Player Turn 1 (but still at the end of step 2 of the Movement Phase Sequence), unless the owner has the first Player Turn.
- Reroll Ambush rolls of 1–2 for units with one or more models with Pack Tactics.

Hunting Call is in effect even if the bearer is Ambushing and has not arrived on the Battlefield yet.

Looted Booze

One use only. May be activated at the start of any Player Turn. All models with Drunkard in the bearer's unit change from Sober to Drunk.

Pack Tactics

Units fully composed of models with Pack Tactics gain **Swiftstride** for the Charge Range roll if they are Located in the Charged unit's Flank or Rear Facing when rolling their Charge Range in the Charge Phase.

Attack Attributes

Primal Instinct – Close Combat

At the start of each Round of Combat, each unit with one or more model parts with this Attack Attribute **must** take a Discipline Test. If the test is passed, all model parts with Primal Instinct in the unit **must** reroll failed to-hit rolls during this Round of Combat.

Armoury

Beast Axe – Close Combat Weapon

Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and always strike at Initiative Step 0. The wielder gains +2 Defensive Skill unless wielding another weapon.

This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items.

Totems

Totems are upgrades that certain Beast Herds Characters and Champions may take. Each Totem contains one or more Totem Bound Spells with Power Level (4/8) and Duration: One Turn.

List of Totems

Black Wing Totem	A unit with all models affected by the spell gains +3 Agility and adds D3+1" to its Charge Range.
Blooded Horn Totem	The target gains +1 Attack Value, and its Close Combat Attacks gain +2 Armour Penetration.
Clouded Eye Totem	A unit with all models affected by the spell gains Hard Target (1) and Magic Resistance (3) .
Gnarled Hide Totem	The target gains +1 Armour and Distracting .

An army cannot attempt to cast the same Totem Bound Spells more than twice during the same Magic Phase, regardless of which model attempts to cast it. Only one Totem Bound Spell can affect a unit at a time (the one most recently successfully cast).

Champions and Characters bear different kinds of Totems:

Totem Bearers

Totems borne by Champions contain a single Bound Spell chosen from the list above, which **must** be noted on the Army List, and have the Type: Caster's Unit.

Greater Totem Bearers

Greater Totems borne by Characters contain all four Bound Spells from the list above and have the Types: Augment and Range 18".

Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
H Echoes of the Dark Forest				
<5+>	<18">	Augment	One Turn	The target gains Fear , Fearless , and Terror . Enemy units in base contact with the target suffer -1 Discipline.
{9+}	{36"}			

Special Items

Weapon Enchantments

Hawthorne Curse 60 pts
Models without Ambush only.
Enchantment: Hand Weapon.
Attacks made with this weapon gain **Devastating Charge (+2 Str, +2 AP)** and become **Magical Attacks**. The weapon can be used as a Shooting Weapon (3+) with the following profile: Range 18", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, **Reload!**, [**Multiple Wounds (D3)**]. This Shooting Attack never suffers negative to-hit modifiers.

Ancestral Carvings 50 pts
0–3 per Army. Soothsayers only.
Enchantment: Hand Weapon.
Attacks made with this weapon gain +2 Strength and +2 Armour Penetration, and become **Magical Attacks**. The wielder gains +2 Attack Value and **Distracting** while using this weapon.

Fatal Folly 35 pts
Enchantment: Beast Axe.
Attacks made with this weapon become **Magical Attacks**. For each Close Combat Attack against the wielder's model that rolls a natural to-hit roll of '1', the wielder **must** perform a Close Combat Attack at the same Initiative Step (this overrides the normal restriction that Beast Axe attacks always strike at Initiative Step 0). This **must** be allocated towards the model (or Health Pool) that rolled the '1' to hit.

Twin Hungers 30 pts
Enchantment: Paired Weapons.
Attacks made with this weapon gain **Lethal Strike** and become **Magical Attacks**. Whenever the wielder rolls a natural '6' to wound with a Close Combat Attack, and this attack causes an unsaved wound, the bearer Recovers 1 Health Point at the end of the Initiative Step. No more than 1 Health Point may be recovered per phase in this manner.

Armour Enchantments

Aaghor's Affliction 100 pts
Enchantment: Light Armour.
The wearer gains +1 Resilience and **Fortitude (4+)**, but automatically fails all of its Armour Saves.

Trickster's Cunning 60 pts
Enchantment: Light Armour.
Successful to-wound rolls against the wearer's model **must** be rerolled.

Wild Form 35 pts
Enchantment: Suit of Armour.
At the start of the Melee Phase, the bearer may choose to gain either of the following:
• +1 Strength, +1 Armour Penetration, and –1 Resilience
• –1 Strength, –1 Armour Penetration, and +1 Resilience
The effects last until the end of the Melee Phase.

Obscuring Fog 20 pts
Enchantment: Shield.
While using this Shield, enemy units in base contact with the bearer suffer –1 Agility. The bearer's unit does not benefit from +1 Agility from Charging Momentum.

Banner Enchantments

Banner of the Wild Herd 60 pts
0–3 per Army.
One use only. A single Banner of the Wild Herd per unit may be activated at the start of each Round of Combat. For the duration of this Round of Combat, all Mongrels and Wildhorns in the bearer's unit gain +1 Strength and +1 Armour Penetration.

Artefacts

Dark Rain 80 pts

One use only. This Artefact 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 end of the Game Turn. If the owner has the second Player Turn, all Shooting Attacks suffer -2 to hit during the opponent's Shooting Phase. If the owner has the first Player Turn, instead all Shooting Attacks suffer -1 to hit during the opponent's Shooting Phase.

Seed of the Dark Forest 65 pts

One use only. Right before the battle (during step 7 of the Deployment Phase Sequence), the bearer **must** place a single Forest Terrain Feature that **must** be no larger than 10" in length and 6" in width on the Battlefield, not in contact with any other Terrain Feature except Open Terrain, more than 1" away from all enemy units, and with its centre within 12" of the bearer. All friendly models inside this Forest Terrain Feature gain a +1 modifier to their casting rolls for Augment, Hex, and Universal spells, and add (+1/+1) to the Power Level of Totem Bound Spells they cast.

Pillager Icon 55 pts

All friendly units within 12" of the bearer comprised entirely of Razortusks or single model Chariots, excluding Characters, gain **Vanguard**.

Eye of Dominance 50 pts

Close Combat Attacks from Beast, Cavalry, and Construct models will **always** hit the bearer only on a roll of 6+. If the attacking model is a multipart model, only model parts with Harnessed are affected.

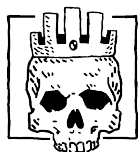
Inscribing Burin 30 pts

While the bearer has the centre of its base inside a Forest Terrain Feature, all friendly units with more than half of their models with the centre of their bases inside any Forest Terrain Feature on the Battlefield gain **Magic Resistance (2)**.

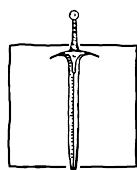
Crown of Horns 25 pts

The bearer's unit and all units within range of its Commanding Presence (if applicable) automatically pass Discipline Tests taken due to Primal Instinct.

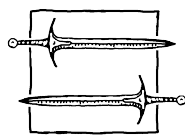
Army Organisation



Characters
Max. 40%



Core
Min. 20%



Special
No limit



Terrors of the Wild
Max. 40%



Ambush Predators*
Max. 60%

*Units with Ambush

Characters (Max. 40%)



Beast Lord
190 pts

single model

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Pack Tactics, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Beast Lord	4	6	5	2	5 Primal Instinct	
— Options —			pts-	— Mount Options —		pts-
Hunting Call (General only)				25	Raiding Chariot	115
Special Items				up to 200	Razortusk Chariot	165
Shield				5		
Heavy Armour				15		
Throwing Weapons (4+)				5		
One choice only:						
Great Weapon				10		
Lance				10		
Paired Weapons				10		
Beast Axe				35		



Beast Chieftain

115 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



The unit also counts towards Ambush Predators when taking Ambush.

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Pack Tactics, Strider (Forest)	
Defensive	HP	Def	Res	Arm	
	3	5	5	0	Light Armour
Offensive	Att	Off	Str	AP	Agi
Beast Chieftain	3	5	4	1	4
					Primal Instinct
Options			pts	Mount Options	
Ambush (on foot only)			5	Raiding Chariot	
Hunting Call (General only)			15		
Battle Standard Bearer			50		
Greater Totem Bearer			85		
Special Items			up to 100		
Shield			5		
Heavy Armour			10		
Throwing Weapons (4+)			5		
One choice only:					
Great Weapon			5		
Lance			5		
Paired Weapons			5		
Beast Axe			20		



Soothsayer

160 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



The unit also counts towards Ambush Predators when taking Ambush.

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Blood Offering , Pack Tactics, Strider (Forest), Wizard Apprentice	

Defensive	HP	Def	Res	Arm	
	3	4	5	0	

Offensive	Att	Off	Str	AP	Agi	
Soothsayer	1	4	3	0	3	Primal Instinct

—Model Rules—

Blood Offering: Universal Rule.

A unit that includes at least one Character with Blood Offering may reroll failed Panic Tests at the cost of inflicting one wound with no saves of any kind allowed to a Character with Blood Offering in the unit.

—Options—

Ambush (on foot only)	5
Special Items	up to 100
If Wizard Master	up to 200
Light Armour	5
Paired Weapons	5

—Magic Options—

Wizard Adept	75
Wizard Master	225

—Mount Options—

Raiding Chariot	20
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Druidism



Evocation



Shamanism



Centaur Chieftain

205 pts

single model

Height Standard
Type Cavalry
Base 25×50 mm



The unit also counts towards Ambush Predators when taking Ambush.

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Drunkard, Looted Booze, Strider (Forest)	

Defensive	HP	Def	Res	Arm	
	3	5	5	0	Light Armour

Offensive	Att	Off	Str	AP	Agi	
Centaur Chieftain	4	5	5	2	4	Primal Instinct

—Options—

Ambush	20
Battle Standard Bearer	50
Greater Totem Bearer	85
Special Items	up to 100
Shield	5
Heavy Armour	10

—Options—

Throwing Weapons (4+)	5
One choice only:	
Paired Weapons	10
Great Weapon	20
Lance	20
Beast Axe	25



Minotaur Warlord

490 pts

single model

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	Fearless, Frenzy, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	5	5	5	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Minotaur Warlord	5	6	6	3	5	Battle Focus, Impact Hits (D3), Primal Instinct
— Options —			pts-	— Options —		pts-
Special Items	up to 200			One choice only:		
Heavy Armour				10	Great Weapon	10
Shield				10	Beast Axe	30
					Paired Weapons	30



Minotaur Chieftain

220 pts

single model

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fearless, Frenzy, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	4	4	5	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Minotaur Chieftain	4	5	5	2	4	Battle Focus, Impact Hits (D3), Primal Instinct
— Options —			pts-	— Options —		pts-
Battle Standard Bearer				50	One choice only:	
Greater Totem Bearer				85	Paired Weapons	10
Special Items	up to 100			10	Beast Axe	20
Heavy Armour				10	Great Weapon	20
Shield				10		

Character Mounts



Raiding Chariot

Height **Large**
Type **Construct**
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	7"	7"	C	Light Troops, Strider (Forest), Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	
Offensive	Att	Off	Str	AP	Agi
Wildhorn Crew	1	4	3	0	3 Primal Instinct, Light Lance
War Hog (2)	1	3	4	1	2 Harnessed
Chassis			5	2	Impact Hits (D6), Inanimate



Razortusk Chariot

Height **Large**
Type **Construct**
Base 50×100 mm

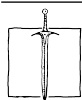
Global	Adv	Mar	Dis	Model Rules	
	7"	7"	C	Hunting Horn, Light Troops, Strider (Forest), Swiftstride	
Defensive	HP	Def	Res	Arm	
	5	C	C	C+1	
Offensive	Att	Off	Str	AP	Agi
Wildhorn Crew	1	4	3	0	3 Primal Instinct, Light Lance
Razortusk	4	3	5	2	2 Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis			5	2	Impact Hits (D6+1), Inanimate

— Model Rules —

Hunting Horn: Universal Rule.

All friendly units within 6" of one or more models with Hunting Horn gain +1" to their Charge Range rolls.

Core (Min. 20%)



Wildhorn Herd

150 pts + 8 pts/extra model

15-50 models

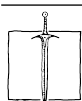


Height Standard
Type Infantry
Base 25×25 mm



The unit also counts towards Ambush Predators when taking Ambush.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Pack Tactics, Scoring, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	1	4	4	0		
Offensive	Att	Off	Str	AP	Agi	
Wildhorn	1	4	3	0	3	Primal Instinct
Options			pts-	Command Group Options		pts-
Ambush (0-25 Models/Unit, 0-2 Units/Army)			20	Champion		20
Must choose (one choice only):				Totem Bearer		15
Shield			free	Musician		20
Paired Weapons			2/model	Standard Bearer		20
Throwing Weapons (5+)			2/model	Banner Enchantment		no limit
Paired Weapons and Throwing Weapons (5+)			4/model			



Mongrel Herd

145 pts + 7 pts/extra model

20-50 models



Height Standard
Type Infantry
Base 20×20 mm



The unit also counts towards Ambush Predators when taking Ambush.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Pack Tactics, Scoring, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Shield	
Offensive	Att	Off	Str	AP	Agi	
Mongrel	1	3	3	0	3	Primal Instinct
Options			pts-	Command Group Options		pts-
Ambush (0-30 Models/Unit, 0-2 Units/Army)			20	Champion		20
Spear			1/model	Musician		20
				Standard Bearer		20
				Banner Enchantment		no limit



Mongrel Raiders

95 pts + 6 pts/extra model

10-20 models

0-4 Units/Army

Height Standard

Type Infantry

Base 20×20 mm



The unit also counts towards Ambush Predators when taking Ambush.

Global	Adv	Mar	Dis	Model Rules			
	5"	10"	6	Light Troops, Pack Tactics, Skirmisher, Strider (Forest)			
Defensive	HP	Def	Res	Arm			
	1	3	3	0	Hard Target (1)		
Offensive	Att	Off	Str	AP	Agi		
Mongrel Raider	1	3	3	0	3	Primal Instinct, Bow (4+)	
Options				pts-	Command Group Options		pts-
Ambush and Scout				20	Champion		20
					Musician		20

Special (No limit)



Feral Hounds

80 pts + 8 pts/extra model

5-20 models

0-5 Units/Army

Height Standard

Type Beast

Base 25x50 mm



Units of 8 or more models count towards Core instead of Special.
The unit also counts towards Ambush Predators.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	5	Ambush, Insignificant, Strider (Forest), Vanguard		
Defensive	HP	Def	Res	Arm		
	1	4	3	0		
Offensive	Att	Off	Str	AP	Agi	
Feral Hound	1	4	3	0	3	



Longhorn Herd

150 pts + 21 pts/extra model

10-40 models



Height Standard

Type Infantry

Base 25x25 mm



The unit also counts towards Ambush Predators when taking Ambush.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Bodyguard (Beast Lord, Beast Chieftain), Pack Tactics, Scoring, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Longhorn	1	4	4	1	3	Primal Instinct

Options	pts-	Command Group Options	pts-
Ambush (0-20 Models/Unit, 0-2 Units/Army)	1/model	Champion	20
Must choose (one choice only):		Totem Bearer	20
Great Weapon	free	Musician	20
Halberd	free	Standard Bearer	20
		Banner Enchantment	no limit



Minotaurs

230 pts + 80 pts/extra model

3-10 models

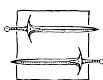


0-5 Units/Army

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Fearless, Frenzy, Scoring, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Minotaur	3	4	5	2	3	Battle Focus, Impact Hits (1), Primal Instinct

Options	pts	Command Group Options	pts
One choice only:		Champion	20
Shield	10/model	Totem Bearer	20
Great Weapon	8/model	Musician	20
Paired Weapons	10/model	Standard Bearer	20
		Banner Enchantment	no limit



Centaur

170 pts + 22 pts/extra model

5-15 models



0-4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm



The unit also counts towards Ambush Predators when taking Ambush.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Drunkard, Scoring, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Centaur	2	4	4	1	3	Primal Instinct

Options	pts	Command Group Options	pts
Ambush (0-8 Models/Unit)	2/model	Champion	20
Throwing Weapons (5+)	4/model	Totem Bearer	15
One choice only:		Musician	20
Great Weapon	2/model	Standard Bearer	20
Paired Weapons	5/model	Banner Enchantment	no limit
Lance	8/model		



Raiding Chariots

110 pts + 105 pts/extra model

1-3 models

0-4 Units/Army

Height Large
Type Construct
Base 50×100 mm



Units of 3 models count towards Core instead of Special.

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Light Troops, Strider (Forest), Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
War Hog (2)	1	3	4	1	2	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate



Razortusk Herd

105 pts + 60 pts/extra model

1-10 models

0-3 Units/Army

Height Large
Type Beast
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	3	3	5	0		
Offensive	Att	Off	Str	AP	Agi	
Razortusk	4	3	5	2	2	Devastating Charge (+1 Str, +1 AP)



Razortusk Chariot

230 pts

single model

0-4 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	Hunting Horn , Light Troops, Strider (Forest), Swiftstride		
Defensive	HP	Def	Res	Arm		
	5	4	5	1	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Wildhorn Crew	1	4	3	0	3	Primal Instinct, Light Lance
Longhorn Crew	1	4	4	1	3	Primal Instinct, Great Weapon
Razortusk	4	3	5	2	2	Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate

— Model Rules —

Hunting Horn: Universal Rule.

All friendly units within 6" of one or more models with Hunting Horn gain +1" to their Charge Range rolls.



Briar Beast

110 pts

single model

0-3 Units/Army

Height Large

Type Beast

Base 40×40 mm

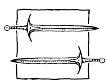
Global	Adv	Mar	Dis	Model Rules	
	3D6"	-	10	Fear, Fearless, Random Movement (3D6"), Sleeper , Strider (Forest), Unbreakable	
Defensive	HP	Def	Res	Arm	
	3	3	5	0	
Offensive	Att	Off	Str	AP	Agi
Briar Beast	D6+1	3	4	1	2

Model Rules

Sleeper: Universal Rule.

The model follows the rules for Ambush with the following exceptions:

- Immediately after step 2 of the owner's Movement Phase Sequence (including the owner's Player Turn 1), the owner may decide for each of their Briar Beasts if they will enter the Battlefield or not (no dice rolls are required).
- When the model enters the Battlefield, it **must** be placed completely within any Forest Terrain Feature instead of having its Rear Facing touch the Board Edge. If the model cannot be placed, it cannot enter the Battlefield this turn.



Gargoyles

140 pts + 12 pts/extra model

5-10 models

0-3 Units/Army

Height Standard

Type Infantry

Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	5"	10"	7	Fly (9", 18"), Light Troops, Skirmisher, Strider (Forest), Swiftstride	
Fly	9"	18"			
Defensive	HP	Def	Res	Arm	
	1	4	4	0	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Gargoyle	2	4	3	0	3
Devastating Charge (+1 Str, +1 AP), Primal Instinct					

Options

Scout

pts-

10

Terrors of the Wild (Max. 40%)



Cyclops

340 pts

single model

0–3 Units/Army

Height Gigantic
Type Infantry
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fearless, Magic Resistance (3), Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	6	2	5	0	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Cyclops	5	2	6	3	3	Divine Attacks, Hurl Attack (4+)

—Model Rules—

Hurl Attack: Artillery Weapon.

Catapult (4×4). Range 6–36", Shots 1, Str 3 [7], AP 0 [4], **Divine Attacks, Magical Attacks, [Multiple Wounds (D3, Clipped Wings)]**. A Cyclops that only Pivots (and moves no further) during its owner's Movement Phase ignores the to-hit modifier from Moving and Shooting in the next Shooting Phase.



Gortach

500 pts

single model

0–2 Units/Army

Height Gigantic
Type Infantry
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Fearless, Frenzy, Strider (Forest), Stubborn		
Defensive	HP	Def	Res	Arm		
	6	3	6	0		
Offensive	Att	Off	Str	AP	Agi	
Gortach	6	4	6	3	3	Battle Focus, Impact Hits (D3), Lethal Strike, Primal Instinct, Strength from Flesh

—Model Rules—

Strength from Flesh: Attack Attribute – Close Combat.

Whenever a Gortach inflicts an unsaved wound with Lethal Strike (rolling a natural '6' to wound with a Close Combat Attack with Lethal Strike), the attack gains **Multiple Wounds (D3)**, and the Gortach Recovers 1 Health Point at the end of the Initiative Step (unless the Gortach was removed as a casualty in this Initiative Step). No more than 1 Health Point may be Recovered by each Gortach per phase in this manner.



Jabberwock

315 pts

single model 0–2 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	8"	16"	8	Aura of Madness , Fearless, Fly (8", 16"), Light Troops, Strider (Forest)		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	5	4	5	3		
Offensive	Att	Off	Str	AP	Agi	
Jabberwock	4	4	5	2	3	Breath Attack (Str 3, AP 2), Poison Attacks

— Model Rules —

Aura of Madness: Universal Rule.

Enemy units within 6" of one or more models with Aura of Madness suffer –1 Discipline.



Beast Giant

290 pts

single model 0–3 Units/Army

Height Gigantic
Type Infantry
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant Do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	AP	Agi	
Beast Giant	5	3	5	2	3	Rage

— Model Rules —

Giant See, Giant Do: Universal Rule.

The model gains **Drunkard** and **Strider (Forest)**. At the end of a friendly Movement Phase, if the model is in contact with a Forest Terrain Feature it may lose its current weapon (if applicable) and gain Uprooted Tree.

Rage: Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers –1 Attack Value.

— Optional Model Rules —

Beer Barrel: Shooting Weapon.

The bearer gains **Looted Booze**. Once per game, the weapon may be used as a Shooting Weapon with the following profile:

Range 8", Shots 1, Str 4, AP 0, **Area Attack (3×3)**, **Reload!**, hits automatically. After being used as a Shooting Weapon, the bearer loses Looted Booze.

Big Brother: Universal Rule.

The model's Health Points are set to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

Giant Club: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Uprooted Tree: Close Combat Weapon.

Attacks made with this weapon hit automatically and have their Strength **set** to 5 and their Armour Penetration **set** to 0.

— Options —

Big Brother	30
One choice only:	
Uprooted Tree	5
Beer Barrel	30
Giant Club	30

Quick Reference Sheet



Characters

Beast Lord	Adv	5"	Mar	10"	Dis	9					Pack Tactics, Strider (Forest)
Standard, Infantry	HP	3	Def	6	Res	5	Arm	0			Light Armour
Beast Lord	Att	4	Off	6	Str	5	AP	2	Agi	5	Primal Instinct
Beast Chieftain	Adv	5"	Mar	10"	Dis	8					Pack Tactics, Strider (Forest)
Standard, Infantry	HP	3	Def	5	Res	5	Arm	0			Light Armour
Beast Chieftain	Att	3	Off	5	Str	4	AP	1	Agi	4	Primal Instinct
Soothsayer	Adv	5"	Mar	10"	Dis	8					Blood Offering, Pack Tactics, Strider (Forest), Wizard Apprentice
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0			
Soothsayer	Att	1	Off	4	Str	3	AP	0	Agi	3	Primal Instinct
Centaur Chieftain	Adv	8"	Mar	16"	Dis	8					Drunkard, Looted Booze, Strider (Forest)
Standard, Cavalry	HP	3	Def	5	Res	5	Arm	0			Light Armour
Centaur Chieftain	Att	4	Off	5	Str	5	AP	2	Agi	4	Primal Instinct
Minotaur Warlord	Adv	6"	Mar	12"	Dis	9					Fearless, Frenzy, Strider (Forest)
Large, Infantry	HP	5	Def	5	Res	5	Arm	0			Light Armour
Minotaur Warlord	Att	5	Off	6	Str	6	AP	3	Agi	5	Battle Focus, Impact Hits (D3), Primal Instinct
Minotaur Chieftain	Adv	6"	Mar	12"	Dis	8					Fearless, Frenzy, Strider (Forest)
Large, Infantry	HP	4	Def	4	Res	5	Arm	0			Light Armour
Minotaur Chieftain	Att	4	Off	5	Str	5	AP	2	Agi	4	Battle Focus, Impact Hits (D3), Primal Instinct



Character Mounts

Raiding Chariot	Adv	7"	Mar	7"	Dis	C					Light Troops, Strider (Forest), Swiftstride
Large, Construct	HP	4	Def	C	Res	C	Arm	C+2			
Wildhorn Crew	Att	1	Off	4	Str	3	AP	0	Agi	3	Primal Instinct, Light Lance
War Hog (2)	Att	1	Off	3	Str	4	AP	1	Agi	2	Harnessed
Chassis					Str	5	AP	2	Agi		Impact Hits (D6), Inanimate
Razortusk Chariot	Adv	7"	Mar	7"	Dis	C					Hunting Horn, Light Troops, Strider (Forest), Swiftstride
Large, Construct	HP	5	Def	C	Res	C	Arm	C+1			
Wildhorn Crew	Att	1	Off	4	Str	3	AP	0	Agi	3	Primal Instinct, Light Lance
Razortusk	Att	4	Off	3	Str	5	AP	2	Agi	2	Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis					Str	5	AP	2	Agi		Impact Hits (D6+1), Inanimate

Core

Wildhorn Herd	Adv	5"	Mar	10"	Dis	7					 Pack Tactics, Scoring, Strider (Forest)
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0			
Wildhorn	Att	1	Off	4	Str	3	AP	0	Agi	3	Primal Instinct
Mongrel Herd	Adv	5"	Mar	10"	Dis	6					 Pack Tactics, Scoring, Strider (Forest)
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0			Shield
Mongrel	Att	1	Off	3	Str	3	AP	0	Agi	3	Primal Instinct
Mongrel Raiders	Adv	5"	Mar	10"	Dis	6					Light Troops, Pack Tactics, Skirmisher, Strider (Forest)
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0			Hard Target (1)
Mongrel Raider	Att	1	Off	3	Str	3	AP	0	Agi	3	Primal Instinct, Bow (4+)

Special

Feral Hounds	Adv	8"	Mar	16"	Dis	5					Ambush, Insignificant, Strider (Forest), Vanguard
Standard, Beast	HP	1	Def	4	Res	3	Arm	0			
Feral Hound	Att	1	Off	4	Str	3	AP	0	Agi	3	
Longhorn Herd	Adv	5"	Mar	10"	Dis	8					 Bodyguard (Beast Lord, Beast Chieftain), Pack Tactics, Scoring, Strider (Forest)
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0			Heavy Armour
Longhorn	Att	1	Off	4	Str	4	AP	1	Agi	3	Primal Instinct
Minotaurs	Adv	6"	Mar	12"	Dis	7					 Fearless, Frenzy, Scoring, Strider (Forest)
Large, Infantry	HP	3	Def	3	Res	4	Arm	0			Light Armour
Minotaur	Att	3	Off	4	Str	5	AP	2	Agi	3	Battle Focus, Impact Hits (1), Primal Instinct

Centaurs	Adv	8"	Mar	16"	Dis	7						Drunkard, Scoring, Strider (Forest)
Standard, Cavalry	HP	1	Def	4	Res	4	Arm	0				Light Armour, Shield
Centaur	Att	2	Off	4	Str	4	AP	1	Agi	3		Primal Instinct
Raiding Chariots	Adv	7"	Mar	7"	Dis	8						Light Troops, Strider (Forest), Swiftstride
Large, Construct	HP	4	Def	4	Res	4	Arm	2				Light Armour
Wildhorn Crew	Att	1	Off	4	Str	3	AP	0	Agi	3		Primal Instinct, Light Lance
Longhorn Crew	Att	1	Off	4	Str	4	AP	1	Agi	3		Primal Instinct, Great Weapon
War Hog (2)	Att	1	Off	3	Str	4	AP	1	Agi	2		Harnessed
Chassis					Str	5	AP	2	Agi			Impact Hits (D6), Inanimate
Razortusk Herd	Adv	7"	Mar	14"	Dis	6						Strider (Forest)
Large, Beast	HP	3	Def	3	Res	5	Arm	0				
Razortusk	Att	4	Off	3	Str	5	AP	2	Agi	2		Devastating Charge (+1 Str, +1 AP)
Razortusk Chariot	Adv	7"	Mar	7"	Dis	8						Hunting Horn, Light Troops, Strider (Forest), Swiftstride
Large, Construct	HP	5	Def	4	Res	5	Arm	1				Heavy Armour
Wildhorn Crew	Att	1	Off	4	Str	3	AP	0	Agi	3		Primal Instinct, Light Lance
Longhorn Crew	Att	1	Off	4	Str	4	AP	1	Agi	3		Primal Instinct, Great Weapon
Razortusk	Att	4	Off	3	Str	5	AP	2	Agi	2		Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis					Str	5	AP	2	Agi			Impact Hits (D6+1), Inanimate
Briar Beast	Adv	3D6"	Mar	-	Dis	10						Fear, Fearless, Random Movement (3D6"), Sleeper, Strider (Forest), Unbreakable
Large, Beast	HP	3	Def	3	Res	5	Arm	0				
Briar Beast	Att	D6+1	Off	3	Str	4	AP	1	Agi	2		
Gargoyles	Adv	5"	Mar	10"	Dis	7						Fly (9", 18"), Light Troops, Skirmisher, Strider (Forest), Swiftstride
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0				Hard Target (1)
Gargoyle	Att	2	Off	4	Str	3	AP	0	Agi	3		Devastating Charge (+1 Str, +1 AP), Primal Instinct

Terrors of the Wild

Cyclops	Adv	7"	Mar	14"	Dis	8						Fearless, Magic Resistance (3), Strider (Forest)
Gigantic, Infantry	HP	6	Def	2	Res	5	Arm	0				Aegis (5+)
Cyclops	Att	5	Off	2	Str	6	AP	3	Agi	3		Divine Attacks, Hurl Attack (4+)
Gortach	Adv	7"	Mar	14"	Dis	9						Fearless, Frenzy, Strider (Forest), Stubborn
Gigantic, Infantry	HP	6	Def	3	Res	6	Arm	0				
Gortach	Att	6	Off	4	Str	6	AP	3	Agi	3		Battle Focus, Impact Hits (D3), Lethal Strike, Primal Instinct, Strength from Flesh
Jabberwock	Adv	8"	Mar	16"	Dis	8						Aura of Madness, Fearless, Fly (8", 16"), Light Troops, Strider (Forest)
Gigantic, Beast	HP	5	Def	4	Res	5	Arm	3				
Jabberwock	Att	4	Off	4	Str	5	AP	2	Agi	3		Breath Attack (Str 3, AP 2), Poison Attacks
Beast Giant	Adv	7"	Mar	14"	Dis	8						Giant See, Giant Do
Gigantic, Infantry	HP	7	Def	3	Res	5	Arm	1				
Beast Giant	Att	5	Off	3	Str	5	AP	2	Agi	3		Rage

Artillery and Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Hawthorne Curse	-	18"	3 [6]	10	1	Area Attack (1×5) Reload! [Multiple Wounds (D3)] No negative to-hit modifiers
Beer Barrel (Beast Giant)	-	8"	4	0	1	Area Attack (3×3) Reload! Hits automatically
Hurl Attack (Cyclops)	Catapult (4×4)	6–36"	3 [7]	0 [4]	1	Divine Attacks Magical Attacks [Multiple Wounds (D3, Clipped Wings)]

Aim Table

Name	Aim	Shooting Model
Hawthorne Curse	3+	Characters
Hurl Attack	4+	Cyclops
Bow	4+	Mongrel Raider
Throwing Weapons	4+	Beast Lord, Beast Chieftain, Centaur Chieftain
	5+	Centaur, Wildhorn

List of Totems

Black Wing Totem	A unit with all models affected by the spell gains +3 Agility and adds D3+1" to its Charge Range.
Blooded Horn Totem	The target gains +1 Attack Value, and its Close Combat Attacks gain +2 Armour Penetration.
Clouded Eye Totem	A unit with all models affected by the spell gains Hard Target (1) and Magic Resistance (3) .
Gnarled Hide Totem	The target gains +1 Armour and Distracting .
