

# THE IX AGE FANTASY BATTLES



## Beast Herds

Army Book

2<sup>nd</sup> Edition, version 2.0

December 21, 2018

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame.  
All rules and feedback can be found and given at: [the-ninth-age.com](http://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](http://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 when Charging the Flank or Rear Facing of an enemy unit. This does not apply to Pursuit (and Overrun) Moves.

## Attack Attributes

### Primal Instinct – Attack Attribute – 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 Common Special Item section.

# Totems

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

## List of Totems

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

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An army cannot attempt to cast Totem Bound Spells of the same kind 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>
<b>H Echoes of the Dark Forest</b>				
<b>&lt;5+&gt;</b>	<b>&lt;18"&gt;</b>			
<b>{9+}</b>	<b>{36"}</b>	Augment	One Turn	The target gains <b>Fear</b> , <b>Fearless</b> , and <b>Terror</b> . Enemy units in base contact with the target suffer -1 Discipline.

# Special Items

## Weapon Enchantments

### Hawthorne Curse 70 pts

Models without Ambush only.

Hand Weapon enchantment.

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.

Hand Weapon enchantment.

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.

### Twin Hungers 40 pts

Paired Weapons enchantment.

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 successfully 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.

### Fatal Folly 35 pts

Beast Axe enchantment.

Attacks made with this weapon become **Magical Attacks**. For each Close Combat Attack against the wielder 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.

## Armour Enchantments

### Aaghor's Affliction 100 pts

Light Armour enchantment.

The wearer gains +1 Resilience and **Fortitude (4+)**, but automatically fails all of its Armour Saves.

### Trickster's Cunning 60 pts

Light Armour enchantment.

Successful to-wound rolls against the wearer must be rerolled.

### Wild Form 35 pts

Suit of Armour enchantment.

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

Shield enchantment.

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 for Charging.

## Banner Enchantments

### Banner of the Wild Herd 50 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 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 end of this 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** 60 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, 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** 30 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.

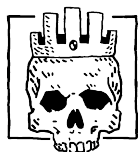
### **Inscribing Burin** 30 pts

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)**.

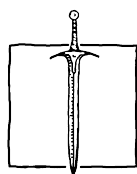
### **Crown of Horns** 25 pts

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

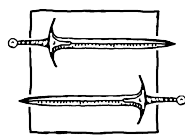
# Army Organisation



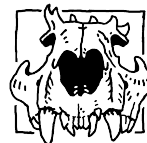
**Characters**  
(Max. 40 %)



**Core**  
(Min. 20 %)



**Special**  
(No limit)



**Terrors of the Wild**  
(Max. 40 %)



**Ambush Predators\***  
(Max. 60 %)

\*Units with Ambush

## Characters (Max. 40 %)



**Beast Lord**  
215 pts

single model

Height Standard  
Type Infantry  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules			
	<b>5"</b>	<b>10"</b>	<b>9</b>	Pack Tactics, Strider (Forest)			
Defensive	HP	Def	Res	Arm			
	<b>3</b>	<b>6</b>	<b>5</b>	<b>0</b>	Light Armour		
Offensive	Att	Off	Str	AP	Agi		
	<b>4</b>	<b>6</b>	<b>5</b>	<b>2</b>	<b>5</b>	Primal Instinct	
Options				pts-	Mount Options		pts-
Hunting Call (General only)				25	Raiding Chariot		90
Special Items				up to 200	Razortusk Chariot		125
Shield				5			
Heavy Armour				15			
Throwing Weapons (4+)				5			
One choice only:							
Paired Weapons				10			
Great Weapon				20			
Lance				20			
Beast Axe				25			



# Beast Chieftain

120 pts

single model

Height Standard  
Type Infantry  
Base 25×25 mm



This unit additionally counts towards Ambush Predators if Ambushing.

Global	Adv	Mar	Dis	Model Rules				
	<b>5"</b>	<b>10"</b>	<b>8</b>	Pack Tactics, Strider (Forest)				
Defensive	HP	Def	Res	Arm				
	<b>3</b>	<b>5</b>	<b>5</b>	<b>0</b>	Light Armour			
Offensive	Att	Off	Str	AP	Agi			
	<b>3</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>4</b> Primal Instinct			
— Options —			pts —		— Mount Options —		pts —	
Ambush (on foot only)			10		Raiding Chariot	90		
Hunting Call (General only)			25					
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:								
Paired Weapons			5					
Great Weapon			10					
Lance			10					
Beast Axe			15					



## Soothsayer

155 pts

single model

Height Standard  
Type Infantry  
Base 25×25 mm



This unit additionally counts towards Ambush Predators if Ambushing.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	<b>Blood Offering</b> , Pack Tactics, Strider (Forest), Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	3	4	5	0		
Offensive	Att	Off	Str	AP	Agi	
	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)	10
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



## 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	
	5	6	6	3	5	Battle Focus, Impact Hits (D3), Primal Instinct

### Options

Special Items	up to 200
Heavy Armour	10
Shield	10

### Options

One choice only:	
Great Weapon	15
Paired Weapons	15
Beast Axe	30





## Minotaur Chieftain

220 pts

single model

Height Large  
Type Infantry  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>6"</b>	<b>12"</b>	<b>8</b>	Fearless, Frenzy, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>4</b>	<b>5</b>	<b>0</b>	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	<b>4</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>4</b> 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	Beast Axe	20
Heavy Armour				10	Great Weapon	20
Shield				10		



## Centaur Chieftain

220 pts

single model

Height Standard  
Type Cavalry  
Base 25×50 mm



This unit additionally counts towards Ambush Predators if Ambushing.

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>8</b>	Drunkard, Looted Booze, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>5</b>	<b>5</b>	<b>0</b>	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	<b>4</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>4</b> Primal Instinct	
Options			pts-	Options		pts-
Ambush				10	Throwing Weapons (4+)	5
Battle Standard Bearer				50	One choice only:	
Greater Totem Bearer				85	Paired Weapons	10
Special Items				up to 100	Great Weapon	20
Shield				5	Lance	20
Heavy Armour				10	Beast Axe	25

# Character Mounts



## Raiding Chariot

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

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



## Razortusk Chariot

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

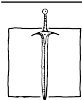
Global	Adv	Mar	Dis	Model Rules	
	<b>7"</b>	<b>7"</b>	<b>C</b>	<b>Hunting Horn, Light Troops, Strider (Forest), Swiftstride</b>	
Defensive	HP	Def	Res	Arm	
	<b>5</b>	<b>C</b>	<b>C</b>	<b>C+1</b>	
Offensive	Att	Off	Str	AP	Agi
Wildhorn Crew	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>3</b> Primal Instinct, Light Lance
Razortusk	<b>4</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>2</b> Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis			<b>5</b>	<b>2</b>	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 + 10 pts/extra model

15-50 models



Height Standard  
Type Infantry  
Base 25×25 mm



This unit additionally counts towards Ambush Predators if Ambushing.

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



## Mongrel Herd

140 pts + 8 pts/extra model

20-50 models



Height Standard  
Type Infantry  
Base 20×20 mm



This unit additionally counts towards Ambush Predators if Ambushing.

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	
	1	3	3	0	3	
Options			pts-	Command Group Options		pts-
Ambush (0-30 Models/Unit, 0-2 Units/Army)			20	Champion		20
Spear			free	Musician		20
				Standard Bearer		20
				Banner Enchantment		no limit



## Mongrel Raiders

95 pts + 7 pts/extra model

10-20 models 0-4 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm



This unit additionally counts towards Ambush Predators if Ambushing.

Global	Adv	Mar	Dis	Model Rules			
	<b>5"</b>	<b>10"</b>	<b>6</b>	Light Troops, Pack Tactics, Skirmisher, Strider (Forest)			
Defensive	HP	Def	Res	Arm			
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	Hard Target (1)		
Offensive	Att	Off	Str	AP	Agi		
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	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

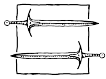
0-5 Units/Army

Height Standard  
Type Beast  
Base 25×50 mm



Units of 8 or more models count towards Core instead of Special.  
This unit additionally 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	
	1	4	3	0	3	



## Longhorn Herd

155 pts + 23 pts/extra model

10-40 models



Height Standard  
Type Infantry  
Base 25×25 mm



This unit additionally counts towards Ambush Predators if Ambushing.

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	
	1	4	4	1	3	Primal Instinct, Halberd

Options	pts	Command Group Options	pts
Ambush (0-20 Models/Unit, 0-2 Units/Army)		Champion	20
Replace Halberd with Great Weapon	1/model free	Totem Bearer	15
		Musician	20
		Standard Bearer	20
		Banner Enchantment	no limit



## Minotaurs

235 pts + 78 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	
	3	4	5	2	3	Battle Focus, Impact Hits (1), Primal Instinct

Options	pts	Command Group Options	pts
One choice only:		Champion	20
Shield	6/model	Totem Bearer	15
Great Weapon	10/model	Musician	20
Paired Weapons	10/model	Standard Bearer	20
		Banner Enchantment	no limit



## Centaur

165 pts + 25 pts/extra model

5-15 models



0-4 Units/Army

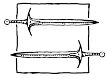
Height Standard  
Type Cavalry  
Base 25×50 mm



This unit additionally counts towards Ambush Predators if Ambushing.

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	
	2	4	4	1	3	Primal Instinct

Options	pts	Command Group Options	pts
Ambush (0-8 Models/Unit)	3/model	Champion	20
Throwing Weapons (5+)	4/model	Totem Bearer	15
One choice only:		Musician	20
Great Weapon	3/model	Standard Bearer	20
Paired Weapons	4/model	Banner Enchantment	no limit
Lance	8/model		



## Raiding Chariot

110 pts + 110 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.

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

100 pts + 62 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	
	4	3	5	2	2	Devastating Charge (+1 Str, +1 AP)



## Razortusk Chariot

230 pts

single model

0-4 Units/Army

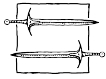
Height Large  
Type Construct  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	8	<b>Hunting Horn</b> , 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

120 pts

single model

0–3 Units/Army

Height Large  
Type Beast  
Base 40×40 mm

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

### 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

135 pts + 17 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	<b>5"</b>	<b>10"</b>	<b>7</b>	Fly (9", 18"), Light Troops, Skirmisher, Strider (Forest), Swiftstride		
Fly	<b>9"</b>	<b>18"</b>				
Defensive	HP	Def	Res	Arm		
	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
	<b>2</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>3</b>	Devastating Charge (+1 Str, +1 AP), Primal Instinct

### Options

Scout

pts-

15



# Terrors of the Wild (Max. 40 %)



## Cyclops

355 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	
	5	2	6	3	3	Divine Attacks, <b>Hurl Attack (4+)</b>

### 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

475 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	
	6	4	6	3	3	Battle Focus, Impact Hits (D3), Lethal Strike, Primal Instinct, <b>Strength from Flesh</b>

### Model Rules

**Strength from Flesh:** Attack Attribute – Close Combat.

Whenever a Gortach inflicts an unsaved 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

340 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	<b>Aura of Madness</b> , 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	
	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

300 pts

single model 0–3 Units/Army

Height Gigantic  
Type Infantry  
Base 50×75 mm

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

— 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 —

	pts
<b>Big Brother</b>	35
One choice only:	
<b>Uprooted Tree</b>	10
<b>Beer Barrel</b>	20
<b>Giant Club</b>	30

# Quick Reference Sheet

## Characters

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

## Character Mounts

<b>Raiding Chariot</b>	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
<b>Razortusk Chariot</b>	Adv	7"	Mar	7"	Dis	C					<b>Hunting Horn</b> , 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

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

## Special

<b>Feral Hounds</b>	Adv	8"	Mar	16"	Dis	5					Ambush, Insignificant, Strider (Forest), Vanguard
Standard, Beast	HP	1	Def	4	Res	3	Arm	0			
	Att	1	Off	4	Str	3	AP	0	Agi	3	
<b>Longhorn Herd</b>	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
	Att	1	Off	4	Str	4	AP	1	Agi	3	Primal Instinct, Halberd
<b>Minotaurs</b>	Adv	6"	Mar	12"	Dis	7					Fearless, Frenzy, Scoring, Strider (Forest)
Large, Infantry	HP	3	Def	3	Res	4	Arm	0			Light Armour
	Att	3	Off	4	Str	5	AP	2	Agi	3	Battle Focus, Impact Hits (1), Primal Instinct

<b>Centaurs</b>	Adv	8"	Mar	16"	Dis	7						Drunkard, Scoring, Strider (Forest)
Standard, Cavalry	HP	1	Def	4	Res	4	Arm	0				Light Armour, Shield
	Att	2	Off	4	Str	4	AP	1	Agi	3		Primal Instinct
<b>Raiding Chariot</b>	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
<b>Razortusk Herd</b>	Adv	7"	Mar	14"	Dis	6						Strider (Forest)
Large, Beast	HP	3	Def	3	Res	5	Arm	0				
	Att	4	Off	3	Str	5	AP	2	Agi	2		Devastating Charge (+1 Str, +1 AP)
<b>Razortusk Chariot</b>	Adv	7"	Mar	7"	Dis	8						<b>Hunting Horn</b> , 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
<b>Briar Beast</b>	Adv	3D6"	Mar	-	Dis	10						Fear, Fearless, Random Movement (3D6"), <b>Sleeper</b> , Strider (Forest), Unbreakable
Large, Beast	HP	3	Def	3	Res	5	Arm	0				
	Att	D6+1	Off	3	Str	4	AP	1	Agi	2		
<b>Gargoyles</b>	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)
	Att	2	Off	4	Str	3	AP	0	Agi	3		Devastating Charge (+1 Str, +1 AP), Primal Instinct

## Terrors of the Wild

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

## Artillery Weapons

Name	Artillery	Aim	Range	Str	AP	Shots	Rules
Beer Barrel (Beast Giant)	-	-	8"	4	0	1	<b>Area Attack (3×3) Reload!</b> hits automatically
Hurl Attack (Cyclops)	Catapult (4×4)	4+	6-36"	3 [7]	0 [4]	1	<b>Divine Attacks Magical Attacks [Multiple Wounds (D3, Clipped Wings)]</b>

## Other Shooting Weapons

Name	Aim	Shooting Model
Bow	4+	Mongrel Raider
Throwing Weapons	4+	Beast Lord, Beast Chieftain, Centaur Chieftain
	5+	Centaur, Wildhorn

## List of Totems

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

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