

# THE IX AGE FANTASY BATTLES



## Beast Herds

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2021 – March 18, 2021

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: [the-ninth-age.com](https://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries.

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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

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<b>Black Wing Totem</b>	A unit with all models affected by the spell gains +3 Agility and +D3+1" to its Charge Range rolls in the Charge Phase.
<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 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>
<b>H Echoes of the Dark Forest</b>				
<b>&lt;4+&gt;</b>	<b>&lt;18"&gt;</b>			
<b>{8+}</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** 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** 30 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

70 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 Casting Modifier for Augment, Hex, and Universal spells, and add (+1/+1) to the Power Level of Totem Bound Spells they cast. A natural roll of '1' or '2' for Casting Attempts with a single Magic Dice from friendly models is **always** a failed Casting Attempt, regardless of any modifiers.

### 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

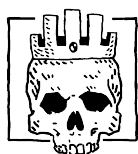
While the bearer has the centre of its base inside a Forest Terrain Feature, all friendly units with more than half of their models with the centre of their bases inside any Forest Terrain Feature on the Battlefield gain **Magic Resistance (2)**.

### Crown of Horns

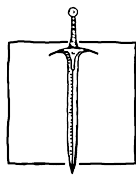
25 pts

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

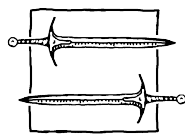
## Army Organisation



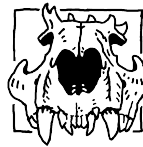
**Characters**  
Max. 40%



**Core**  
Min. 20%



**Special**  
No limit



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



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

\*Units with Ambush

# Characters (Max. 40%)



## Beast Lord

185 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	180
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



Units with an upgrade marked with [AP] also count towards Ambush Predators.

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 —		pts-
Ambush (on foot only) [AP]				5	Raiding Chariot	100
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



Units with an upgrade marked with [AP] also count towards Ambush Predators.

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	
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) [AP]	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

0–4 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

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 [AP]	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

0-2 Units/Army

Height Large  
Type Infantry  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules			
	<b>6"</b>	<b>12"</b>	<b>9</b>	Fearless, Frenzy, Strider (Forest)			
Defensive	HP	Def	Res	Arm			
	<b>5</b>	<b>5</b>	<b>5</b>	<b>0</b>	Light Armour		
Offensive	Att	Off	Str	AP	Agi		
Minotaur Warlord	<b>5</b>	<b>6</b>	<b>6</b>	<b>3</b>	<b>5</b>	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			
	<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		
Minotaur Chieftain	<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						



# Character Mounts



## Raiding Chariot

Height **Large**  
Type **Construct**  
Base **50×100 mm**  
0–3 Mounts/Army

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**  
0–2 Mounts/Army

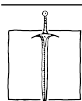
Global	Adv	Mar	Dis	Model Rules	
	<b>7"</b>	<b>7"</b>	<b>C</b>	<b>Hunting Horn, Light Troops, Strider (Forest), Swiftstride</b>	
Defensive	HP	Def	Res	Arm	
	<b>5</b>	<b>C</b>	<b>C</b>	<b>C+1</b>	
Offensive	Att	Off	Str	AP	Agi
Wildhorn Crew	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>3</b> Primal Instinct, Light 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 in the Charge Phase.

# Core (Min. 20%)



## Wildhorn Herd

150 pts + 7 pts/extra model

15-50 models

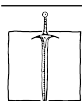


Height Standard  
Type Infantry  
Base 25×25 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

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



## Mongrel Herd

145 pts + 6 pts/extra model

20-50 models



Height Standard  
Type Infantry  
Base 20×20 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

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



# Mongrel Raiders

95 pts + 6 pts/extra model

10-20 models

0-4 Units/Army

Height Standard  
Type Infantry  
Base 20x20 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

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		
Mongrel Raider	<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 [AP]				20	Champion		10
					Musician		10

# Special (No limit)



## Feral Hounds

80 pts + 8 pts/extra model

5-20 models

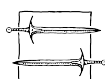
0-5 Units/Army

Height Standard  
Type Beast  
Base 25×50 mm



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

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



## Longhorn Herd

150 pts + 19 pts/extra model

10-40 models



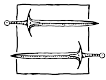
Height Standard  
Type Infantry  
Base 25×25 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

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

Options	pts	Command Group Options	pts
Ambush (0-20 Models/Unit,		Champion	10
0-2 Units/Army) [AP]	1/model	Totem Bearer	20
<b>Must</b> choose (one choice only):		Musician	10
Great Weapon	free	Standard Bearer	10
Halberd	free	Banner Enchantment	no limit



## Minotaurs

230 pts + 80 pts/extra model

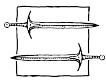
3-10 models



0-5 Units/Army

Height Large  
Type Infantry  
Base 40x40 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						10
Shield						Totem Bearer						20
Great Weapon						Musician						10
Paired Weapons						Standard Bearer						10
						Banner Enchantment						no limit



## Centaur

170 pts + 22 pts/extra model

5-15 models



0-4 Units/Army

Height Standard  
Type Cavalry  
Base 25x50 mm



Units with an upgrade marked with [AP] also count towards Ambush Predators.

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) [AP]						Champion						10
Throwing Weapons (5+)						Totem Bearer						15
One choice only:						Musician						10
Great Weapon						Standard Bearer						10
Paired Weapons						Banner Enchantment						no limit
Lance												



## Raiding Chariots

115 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

240 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 in the Charge Phase.



## Briar Beast

100 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
Briar Beast	<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

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	<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
Gargoyle	<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-

10

# Terrors of the Wild (Max. 40%)



## Cyclops 330 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, <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 490 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, <b>Strength from Flesh</b>

### 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

305 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	
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	<b>Giant See, Giant Do</b>		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	AP	Agi	
Beast Giant	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

**Big Brother**

pts-

30

One choice only:

**Uprooted Tree**

5

**Beer Barrel**

30

**Giant Club**

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
Beast Lord	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
Beast Chieftain	Att	3	Off	5	Str	4	AP	1	Agi	4	Primal Instinct
<b>Soothsayer</b>	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
<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
Centaur Chieftain	Att	4	Off	5	Str	5	AP	2	Agi	4	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
Minotaur Warlord	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
Minotaur Chieftain	Att	4	Off	5	Str	5	AP	2	Agi	4	Battle Focus, Impact Hits (D3), 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					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

<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			
Wildhorn	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
Mongrel	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)
Mongrel Raider	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			
Feral Hound	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
Longhorn	Att	1	Off	4	Str	4	AP	1	Agi	3	Primal Instinct
<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
Minotaur	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
Centaur	Att	2	Off	4	Str	4	AP	1	Agi	3		Primal Instinct
<b>Raiding Chariots</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				
Razortusk	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						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
<b>Briar Beast</b>	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		
<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)
Gargoyle	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+)
Cyclops	Att	5	Off	2	Str	6	AP	3	Agi	3		Divine Attacks, Hurl Attack (4+)
<b>Gortach</b>	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
<b>Jabberwock</b>	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
<b>Beast Giant</b>	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

## Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Hawthorne Curse	-	18"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3)] Reload! 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

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<b>Black Wing Totem</b>	A unit with all models affected by the spell gains +3 Agility and +D3+1" to its Charge Range rolls in the Charge Phase.
<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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