THE IX AGE
FANTASY BATTLES

Beast Herds

Army Book (Core Rules)
2nd Edition, version 2022 – March 24, 2022

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	Drunk
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.	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 model 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 model's unit change from Sober to Drunk.

Pack Tactics

Units consisting entirely of models with Pack Tactics gain Devastating Charge (Swiftstride) while they are Located in the Charged unit's Flank or Rear Arc.

Attack Attributes

Primal Instinct – Close Combat

At the start of each Round of Combat that the model's unit is fighting, 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 Devastating Charge (+D3+1″ Adv).
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

Casting Value	Range	Type	Duration	Effect
H Echoes of the Dark Forest ⟨**4+**⟩ {**8+**}	⟨**18″**⟩ {**36″**}	Augment	One Turn	The target gains **Fear**, **Fearless**, and **Terror**. Enemy units in base contact with the target suffer −1 Discipline.

Special Items

Weapon Enchantments

Hawthorne Curse   55 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   25 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   15 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 Mongrel Herd and Wildhorn Herd models 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
50 pts

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

Eye of Dominance
45 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.

Crown of Horns
30 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.

Inscribing Burin
25 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)**.

Army Organisation
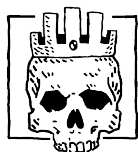
Characters
Max. 40%
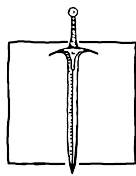
Core
Min. 20%
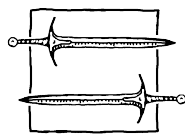
Special
No limit
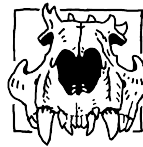
Terrors of the Wild
Max. 40%

Ambush Predators*
Max. 60%

*Units with Ambush

Characters (Max. 40%)

Beast Lord **180** pts					*Height* Standard	
		single model			*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″**	**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 –
Ambush (General on foot only) [AP]	5
Hunting Call (General only)	25
Special Items	up to 200
Shield	5
Throwing Weapons (4+)	5
Heavy Armour	15
One choice only:	
Lance	5
Great Weapon	10
Paired Weapons	10
Beast Axe	35

—— *Mount Options* —— pts –
Raiding Chariot	105
Razortusk Chariot	180

Beast Chieftain

110 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
Ambush (on foot only) [AP]	5
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

—— Mount Options ——

	pts
Raiding Chariot	100

Soothsayer

140 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		**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 on a Character with Blood Offering in the unit.

—— Magic Options ——

	pts
Wizard Adept	95
Wizard Master	265

—— Options ——

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

—— Mount Options ——

	pts
Raiding Chariot	30

Druidism   Evocation   Shamanism

Centaur Chieftain

195 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 —	pts
Ambush [AP]	15
Battle Standard Bearer	50
Greater Totem Bearer	85
Special Items	up to 100
Shield	5
Heavy Armour	10

— Options —	pts
Throwing Weapons (4+)	5
One choice only:	
Paired Weapons	15
Beast Axe	20
Great Weapon	20
Lance	20

Minotaur Warlord

465 pts

single model   0–2 Units/Army

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
Special Items	up to 200
Heavy Armour	10
Shield	10

— Options —	pts
One choice only:	
Great Weapon	10
Beast Axe	25
Paired Weapons	45

Minotaur Chieftain

215 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* –
Battle Standard Bearer	50
Greater Totem Bearer	85
Special Items	up to 100
Heavy Armour	10
Shield	10

—— *Options* —— *pts* –
One choice only:	
Paired Weapons	10
Beast Axe	20
Great Weapon	20

Character Mounts

Raiding Chariot

0–3 Mounts/Army

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

0–2 Mounts/Army

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.

While within 6″ of one or more models with Hunting Horn, friendly units gain Devastating Charge (+1″ Adv).

Core (Min. 20%)
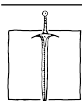
Wildhorn Herd

145 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
	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 –
Ambush (0–30 Models/Unit,
  0–2 Units/Army) [AP]   20
Must choose (one choice only):
  Shield   free
  Paired Weapons   1/model
  Throwing Weapons (5+)   1/model
  Paired Weapons and
    Throwing Weapons (5+)   2/model

—— Command Group Options ——   pts –
Champion   10
  Totem Bearer   15
Musician   10
Standard Bearer   10
  Banner Enchantment   no limit

Mongrel Herd

140 pts + **6** pts/extra model **20–50** models

Height Standard
Type Infantry
Base 20×20 mm
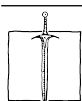
Units with an upgrade marked with [AP] also count towards Ambush Predators.

Global	Adv	Mar	Dis		Model Rules
	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 –
Ambush (0–40 Models/Unit,
  0–2 Units/Army) [AP]   20
Spear   2/model

—— Command Group Options ——   pts –
Champion   10
Musician   10
Standard Bearer   10
  Banner Enchantment   no limit

Mongrel Raiders

90 pts + **5** pts/extra model   **10–20** models   0–4 Units/Army

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
	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 –
Ambush and Scout [AP]   20

—— Command Group Options ——   pts –
Champion   10
Musician   10

Special (No limit)

Feral Hounds

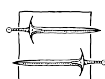**80** pts + **8** pts/extra model   **5–20** models   0–5 Units/Army

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
	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

145 pts + **17** 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
	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 (0–25 Models/Unit,		Champion	10
0–2 Units/Army) [AP]	1/model	Totem Bearer	20
Must choose (one choice only):		Musician	10
Great Weapon	free	Standard Bearer	10
Halberd	free	Banner Enchantment	no limit

Minotaurs

225 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	
Minotaur	3	4	5	2	3	Battle Focus, Impact Hits (1), Primal Instinct

—— Options ——	pts
One choice only:
Shield	12/model
Great Weapon	8/model
Paired Weapons	10/model

—— Command Group Options ——	pts
Champion	10
Totem Bearer	20
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

Centaurs

165 pts + **20** pts/extra model   **5–15** models   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″	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
Ambush (0–12 Models/Unit) [AP]	2/model
Throwing Weapons (5+)	3/model
One choice only:
Great Weapon	2/model
Paired Weapons	5/model
Lance	7/model

—— Command Group Options ——	pts
Champion	10
Totem Bearer	15
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

Raiding Chariots

**105** 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
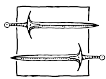
Razortusk Herd

100 pts + **55** 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

235 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.
   While within 6″ of one or more models with Hunting Horn, friendly units gain Devastating Charge (+1″ Adv).
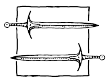
Briar Beast
85 pts

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:

- Immediatly 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 + **11** 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 —— *pts*
Scout 10

Terrors of the Wild (Max. 40%)

Cyclops
310 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
480 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

280 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

270 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.

—— Options —— pts

Big Brother	25
Must choose (one choice only):	
Uprooted Tree	free
Beer Barrel	25
Giant Club	25

—— Optional Model Rules ——

Beer Barrel: Shooting Weapon.

The model 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 model 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.

Quick Reference Sheet

Characters

												Special
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

												Special
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

												Special
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

												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

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

Black Wing Totem	A unit with all models affected by the spell gains +3 Agility and Devastating Charge (+D3+1″ Adv).
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**.