



RAGING FURY

Battles are usually fought between two armies, but this is not always the case in the Mortal Realms. Some battles will see a single monstrous opponent take on an army of foes – one gargantuan creature against a horde of smaller enemies! The blows that the monster strikes will smash down a score of its foes, but there will be plenty more to take their place, each one stabbing and slashing at the huge creature and slowly wearing down its mighty strength.

In such a battle, the monster must rely on its brutal killing power, while its opponents will need to use more guile and planning, sacrificing some units in order to allow others the freedom to attack from range or use spells to bring the monster down. However, no army can be expected to keep fighting against a monstrous foe indefinitely. Unless the monster is slain before too long, the warriors opposing it could start to lose heart, and eventually quit the battle altogether.

Skarbrand's single-handed demolition of Lord Xen'phantica's reinforcements is one example of just such a confrontation, but this battleplan can be used to recreate a battle between any monstrous creature and a more numerous foe.

THE ARMIES

This battle is fought between a single terrifying monster and an army of more numerous foes. Decide who will command each side before picking your armies.

The player who wishes to command the monster army simply picks one **Monster** to be their army. The foe's army can consist of any models they choose, but it cannot contain any **Monsters** – in other words, one side has a **Monster** and the other does not have any!

MONSTER'S OBJECTIVES

You are a raging beast of pure destruction. All around you stands an army of foes, but they are as ants to you, and you will punish them for the effrontery of challenging you. You will smash them down, not giving them a chance to catch breath, until they

realise the foolishness of fighting you in open battle and flee from your wrath.

FOE'S OBJECTIVES

Standing at the centre of the battlefield is a single monstrous creature – it must be slain for you to win this battle! Although nothing in your army is capable of achieving this deed on its own, between them the monster can be cut down. You will have to sacrifice some of your warriors in order to slow the creature down, holding it in place by selling their lives as the rest of your army moves into position to deliver a final killing blow.

THE BATTLEFIELD

The battlefield represents a small square area that is part of a larger battlefield. A piece of scenery must be placed at the centre of each quarter of the battlefield, as shown on the map below.

SET-UP

The monster is set up first, at the centre of the battlefield. The opposing player then sets up one unit from their army within each quarter of the table. All the models from the units must be set up within their quarter, and more than 8" away from the monster. All of the remaining units from the army of foes are set up in reserve, and will arrive during the battle as described below.

FIRST TURN

Each player rolls a dice, and whoever rolls highest decides who will have the first turn in the first battle round. In the case of a tie, the monster player chooses.

AN ARMY OF FOES

The monster is surrounded by its foes. Although only a handful of foes are on the battlefield at the start, more units keep on arriving all the time.

The player in command of the army of foes is allowed to bring on units from their reserves each turn after their first. One reserve unit can be set up in each of the four areas in the foes' movement phase – at least one unit must arrive each turn if any are available, and the maximum number that can arrive is four (one per area). The units that arrive must be set up with all models within their area and within 6" of the edge of the battlefield, and more than 8" away from the monster. This counts as their move for that movement phase.

RAGING FURY

The monster has been driven into a state of fury, and the sight of more enemies arriving upon the battlefield fuels the monster's rage and revitalises

it even further. The monster can pile in and attack twice in each combat phase, instead of only once. In addition, you can heal 1 wound that has been allocated to the monster each time an enemy unit is set up on the battlefield.

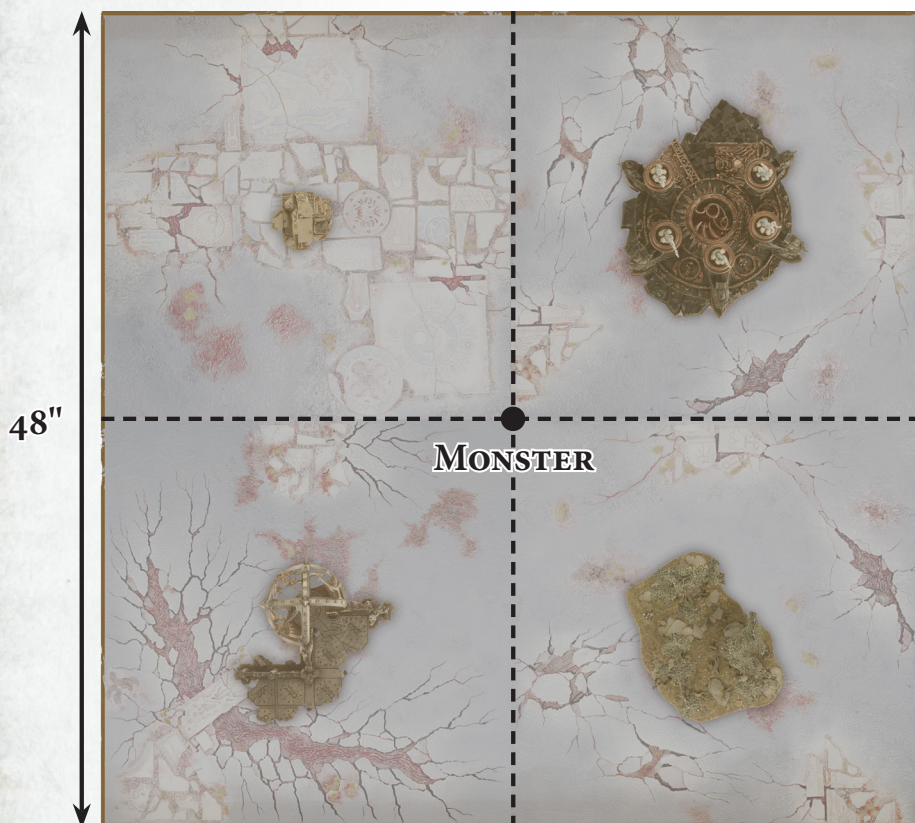
THE BETTER PART OF VALOUR

It is a terrifying prospect to fight an opponent many times your own size, and the challenge only gets worse as casualties mount and the foe's might becomes more obvious. The Bravery characteristic of all units in the army of foes is reduced by 1 on the second battle round, by 2 on the third round, by 3 on the fourth round, and so on. A unit's Bravery characteristic can never be reduced to less than 0.

VICTORY

Do not use any of the victory conditions from the Warhammer Age of Sigmar rules sheet. Instead, keep track of the number of models from the army of foes that are slain or that flee during the battle. If 30 or more models have fled or been slain, the game immediately ends and the monster wins a **major victory**. If there are no models from the army of foes on the battlefield at the start of a battle round, the monster has total command of the battlefield and also wins a **major victory**.

The army of foes wins a **major victory** if the monster is slain before the end of the third battle round, and a **minor victory** if it is slain after this point.



HINTS & TIPS

This battleplan is perfect for representing one of the many conflicts involving rampaging monsters for which the Beast Wars were named. The monster player should not hesitate to upgrade their monster with one of the Beast of Legend traits from the Time of War rules revealed today. And if you tune in again tomorrow, you can replay through this battleplan with another advantage or two under your belt!



THE BEAST RUN

When an army is badly outnumbered, it usually only has two choices. It can stand and fight, trusting to its skill at arms and grim resolve to win the day – or it can do something to even the odds!

This battleplan is based upon the latter of these two options, and recreates the situation where an outnumbered force feigns retreat in order to lure an opposing army into a trap. Once the trap has been sprung and the pursuers weakened, the ‘quarry’ will suddenly turn about and attack their opponents, crushing them before they have a chance to recover.

The nature of the trap used can vary widely, but in this battleplan, it is based upon that employed by the Ironsunz tribe during the Realmgate Wars – namely, drawing the opponent into the hunting grounds of ferocious wild monsters!

THE ARMIES

Each player picks an army, and then they must determine who will be the hunter and who will be the quarry. If one player has at least a third more models than their opponent, then they must be the hunter. Otherwise, each player rolls a dice, and whoever rolls higher can pick who is the hunter and who is the quarry.

HUNTER’S OBJECTIVES

Your enemy has fled, and you are in hot pursuit. Your warriors outnumber them, and you have a chance to destroy them utterly – they must not escape. However, part of you worries that things have been somewhat easy so far. Did the foe turn and run a bit too promptly? Is their retreat less of a panic-stricken rout than it should be? You must be on guard in case your foolish opponents are trying to lure you into a trap...

QUARRY’S OBJECTIVES

The area you are entering is death to any that tarry, and you must hurry in order to reach the far end of the narrow gorge before the monsters that make this their hunting ground emerge from their lairs. As long as you do so, the beasts will fall upon the enemy, leaving you to wipe out any of the foe that manage to fight their way out of your trap!

THE BATTLEFIELD

The battle takes place in a long, narrow gorge that opens onto a plain. The cliffs that line the two sides of the gorge are represented by the long edges of the table. They are filled with caves and tunnels that are home to numerous monstrous beasts, all of which use the gorge as a hunting ground.

SET-UP

Before setting up, you must determine the maximum number of units each player is allowed to use. This is based upon the number of **Monster** units that were placed in the pool of monstrous beasts (see ‘The Monstrous Beasts,’ opposite). The quarry is allowed to set up two units for every **Monster** unit. The hunter is allowed to set up three units for every **Monster** unit.

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the quarry chooses a narrow table edge and sets up their units so that all of their models are between 24" and 36" away from it (for example, in the area marked ‘3’ on the map – see the following page). The hunter sets up second, so that all of their models are within 12" of the table edge chosen by the quarry (for example, in the area marked ‘1’ on the map).

THE MONSTROUS BEASTS

In order to use this battleplan, each player needs at least one **Monster**. These units represent the creatures whose hunting grounds have been entered by the two opposing armies.

Each player is allowed to place up to three **Monsters** to one side. They are not treated as being part of either player’s army. The units will enter play from the sides of the battlefield as described in the set-up instructions below.

FIRST TURN

The quarry takes the first turn in the first battle round.

MONSTERS, MONSTERS!

The **Monsters** in the pool of monstrous beasts arrive during the players’ hero phases, and choose their prey at the start of each battle round.

SETTING UP THE MONSTERS

At the start of their hero phase, the player whose turn is taking place must roll to see if a monster is set up. On a roll of 1-3, nothing happens. On a

roll of 4 or 5, they can set up one unit that they contributed to the monstrous beasts pool (as long as there is one left, of course). On a roll of 6, they can set up any unit from the pool, including any that were placed there by their opponent. Stop rolling once all of the monsters have been set up.

Roll the dice again to see where the monster is set up. All of the models in the unit must be set up within the area on the map that has the same number as the dice rolled and within 3" of the edge of the battlefield. The unit cannot move or attack until it has chosen its prey, as described next, but can be attacked before then by either player.

THE MONSTERS' PREY

Monsters choose their prey at the start of each battle round. This will be the unit closest to the monster at the time

(monsters will not attack each other). If more than one unit is equally close, then roll a dice to determine which is the prey. For the rest of the battle round, the monster is considered to be part of the opposing player's army (e.g. if the prey is part of the hunter's force then the monster joins the quarry's army for that turn).

Note that a monster's prey can change each battle round, and that monsters may 'swap sides' depending on which unit is closest. Also note that a monster can be used to attack any unit in their prey's army, not just the prey itself.

VICTORY

Use the rules for Glorious Victory on the *Warhammer Age of Sigmar* rules sheet to determine the winner. However, the rules for sudden death victories are not used.

HINTS & TIPS

This battleplan serves as an exciting way of diving into the monster madness of the Beast Wars.

Remember to be extra careful in how you interact with the monsters themselves, as all will be benefiting from the Time of War rules. If you're feeling especially brave, we suggest that you up the ante even further by picking a model each from the monster pool to be a Beast of Legend, and generating a trait for them accordingly!





TROPHY KILL

There are few better ways of earning fame and glory than hunting down and slaying a dangerous monster, though taking on such a creature with only a handful of warriors is not without its risks...

THE WARBANDS

The players choose their warbands as described in *Warhammer Age of Sigmar: Skirmish*.

THE TROPHY KILL

You will need a **Monster** from your collection to act as the trophy kill being hunted by the two rival warbands. It is treated as an enemy model by both sides.

THE BATTLEFIELD

Set up the scenery for the battle as described in the *Warhammer Age of Sigmar* rules.

SET-UP

Both players roll a dice, re-rolling in the case of a tie, and the player that rolls higher picks one of the territories shown on the map. The players alternate setting up models one at a time, starting with the player that won the dice roll to determine territories. Models must be set up fully within their own territory.

After both players have finished setting up, the trophy kill is set up in the centre of the battlefield.

THE TROPHY KILL'S TURN

After both players have taken their turn in each battle round, you must resolve a special turn for the trophy kill. The battle round only ends once the trophy kill's turn is finished. The trophy kill only makes attacks during its own turn, as described next. It does not attack during the players' turns, even if it is attacked itself.

Roll a D3 at the start of each of the trophy kill's turns and consult the table below to see what actions the trophy kill takes. The column used is determined by the distance the trophy kill is from any of the players' models at the start of its turn.

Decide between you which player rolls the dice for the trophy kill. When a player's models attack or are attacked by the trophy kill, we suggest that their opponent make the trophy kill's rolls.

MOVING THE TROPHY KILL

When moving, piling in or charging with the trophy kill, always move it by the shortest route possible towards the target model.

RANDOMISATION

Some of the trophy kill's actions will ask you to randomly determine something – usually the nearest model to it. You may do this in a variety of ways, but the simplest is to assign a number to each and roll a number of dice, re-rolling any results not assigned to an eligible model. For example, you need to randomly select the nearest model, but 5 are equidistant. Assign each model a number from 1 to 5 and roll a dice, re-rolling rolls of a 6. If the group you're randomising is larger than 6, simply split the group into 2 or more smaller groups (of no more than 6), randomly determine one of those groups and then randomly determine the result within that group.

VICTORY

Do not use any of the victory conditions from the *Warhammer Age of Sigmar* rules sheet. Instead, if one player slays the trophy kill or wipes out their opponent's warband, the game ends immediately and they win a **major victory**. Otherwise, the game will end in a **draw** after five battle rounds have been completed.

Designer's Note: This battleplan can either be used as a matched play Skirmish battle or as part of a Skirmish campaign. We suggest using the size of the two warbands taking part in the game to determine the power of the model you use as the trophy kill. A **Monster** with a

Wounds characteristic of 12-15 will make for a fun and exciting challenge in most cases, but if you are fielding warbands with a considerable level of renown, you may want to try a monster with a more formidable Wounds characteristic of 16-20 instead.



D6	MORE THAN 3" FROM ANY OTHER MODELS	WITHIN 3" OF ANY OTHER MODELS
1-2	<p>Terrifying Roar: <i>The monster unleashes a bowel-loosening roar that sends all but the most stoic warriors fleeing for their lives.</i></p> <p>Each player rolls 2D6 and compares the result to their general's Bravery characteristic. One model flees from their warband for each point by which the total exceeds their general's Bravery characteristic.</p>	<p>Terrifying Roar: <i>The monster unleashes a bowel-loosening roar that sends all but the most stoic warriors fleeing for their lives.</i></p> <p>Each player rolls 2D6 and compares the result to their general's Bravery characteristic. One model flees from their warband for each point by which the total exceeds their general's Bravery characteristic.</p>
3-4	<p>Attack From Afar: <i>The monster plants its feet and attacks its nearest assailants from a distance.</i></p> <p>The trophy kill attacks the nearest model with any missile weapons it has. Resolve these attacks one at a time; the monster attacks the next-closest model each time the closest is slain. If the trophy kill slays any models, a battleshock phase is resolved at the end of its turn. If the trophy kill has no missile weapons, treat this result as a Terrifying Roar instead.</p>	<p>Rampage!: <i>The monster tears a bloody path through its foes in an attempt to fight its way free.</i></p> <p>The trophy kill piles in 3" and attacks the nearest model with one of its melee weapons – if it has more than one, randomly determine which is used. After resolving these attacks, roll a D6 and repeat this process a number of additional times equal to the number rolled (or until there are no more models within 3" of the trophy kill). It will then immediately retreat 2D6" towards the centre of the battlefield if it is able to do so. If the trophy kill slays any models, a battleshock phase is resolved at the end of its turn.</p>
5-6	<p>Hit & Run: <i>The monster rampages towards its nearest foes, intent on tearing them apart before withdrawing.</i></p> <p>Make a 3D6 charge roll for the trophy kill. It will attempt to charge the nearest model and attack it with one of its melee weapons – if it has more than one, randomly determine which is used. If it slays that model, repeat this process, but with a charge roll of 2D6, and a third time should it also slay that model, but with a charge roll of D6. It will then immediately retreat 2D6" towards the centre of the battlefield if it is able to do so. If the trophy kill slays any models, a battleshock phase is resolved at the end of its turn.</p>	<p>Massacre!: <i>The monster attacks its would-be killers with all the terrifying power at its disposal.</i></p> <p>Resolve the Attacks From Afar result, then resolve the Rampage! result. If there are no models within 3" of the trophy kill after resolving the Attacks From Afar result, resolve the Hit & Run result instead. If the trophy kill slays any models, a battleshock phase is resolved at the end of its turn.</p>

HINTS & TIPS

Engaging the trophy kill directly may seem like a bold but effective stratagem at first, but if you fail to make your opening blow count, then you risk either leaving your opponent with an easy kill or losing much of

your warband's strength in the act. Timing is everything – you may need to work alongside your opponent for a while before you fully commit to taking out their warband or the trophy kill.

TO THE VICTOR, THE SPOILS!

If you are playing this game as part of a Skirmish campaign, the winner earns an extra D6 renown, or 2D6 renown if they won by slaying the trophy kill.



6"

PLAYER A'S TERRITORY

TROPHY KILL

6"

PLAYER B'S TERRITORY



UNLEASH THE BEAST

An almost infinite number of beasts and monsters of every description exist within the Mortal Realms. Some such creatures can be tamed, or possess intelligence enough to be reasoned with, whilst others are wild and savage, attacking any who draw near without hesitation. If such a dangerous beast can be captured and bound, it will prove to be a formidable asset in protecting a vulnerable or important location against those foolish enough to launch an attack against it.

Such is the threat posed by a powerful creature forced to protect a target location that its presence cannot be ignored; it must first be neutralised for an attack to stand any chance of success. However, a caged beast can be a double-edged sword for its jailer; should a cunning enemy manage to free it from its bondage, its wild ferocity can just as easily be turned against its captors...

THE ARMIES

Each player picks an army, and then they must decide who will be the raider and who will be the jailer. If one player has at least a third more models than their opponent, then they must be the jailer. Otherwise, each player rolls a dice, and whoever rolls higher can pick who is the raider and who is the jailer.

In this battleplan, players can field no more than 5 units, and must use the minimum size as specified on each unit's individual warscroll. For example, if a unit's warscroll states that it 'has 10 or more models', the unit cannot include more than 10 models. The jailer's army can include one additional unit, but this must be a **MONSTER**.

RAIDER'S OBJECTIVES

You have been tasked with infiltrating an enemy-held position and fighting your way past its guardians. However, upon your arrival, you have encountered an unexpected problem in the guise of a deadly monster that has been bound and positioned to bar your path. Two choices now lie open to you

if you are to complete your mission: slay the beast, though time is against you and its death may come at a steep cost in lives, or find a way to free the creature and use its hatred of its captors against your enemy.

JAILER'S OBJECTIVES

Your enemy has successfully infiltrated your defences and seeks to break through your final stronghold. However, they have yet to face your last line of defence – a powerful creature that has been bound to your service and will attack any foes that are foolish enough to move within its confines.

Despite the fearsome beast at your disposal, do not be complacent, for it must not be allowed to slip free from its bondage, lest all hell break loose.

THE BATTLEFIELD

The battlefield comprises a rugged hillside overlooked by a Realmgate through which the raiders seek to travel. We suggest using a Baleful Realmgate to represent this. The land surrounding the caged beast has been cleared of obstructions to create a deadly kill zone for the monster's prey. You can either generate the scenery for this battle as described on the

THE CAGED BEAST

The **MONSTER** with the highest Wounds characteristic in the jailer's army takes on the role of the caged beast in this battleplan. Due to the beast's wild and ferocious nature, the controlling player re-rolls failed hit rolls for this model.

SORCEROUS BONDAGE

The enchanted means by which the jailer has bound the caged beast also serves to protect it from harm. Whilst it remains bound, the jailer rolls a dice each time they allocate a wound or mortal wound to the caged beast; on a 5+ the wound is negated.

Warhammer Age of Sigmar rules sheet, or use the example scenery shown on the map below.

SET-UP

Starting with the jailer, each player takes it in turns to set up units as described on the *Warhammer Age of Sigmar* rules sheet. Models must be set up in their own territory as shown on the map, though the caged beast must be set up at the centre of the hunting ground (see map).

FIRST TURN

The raider chooses which player takes the first turn in the first battle round.

HUNTING GROUND

The caged beast has been bound to its location with enchanted wards. Until it has been freed (see opposite), it cannot move beyond the boundaries of the hunting ground under any circumstances.

FREEING THE CAGED BEAST

Models from the raider's army that are within the boundaries of the hunting ground can attack the caged beast's shackles in the combat phase as though it were an enemy model. The shackles have a Save characteristic of 3+ and a Wounds characteristic of half that shown on the caged beast's warscroll.

If the shackles are destroyed, control of the caged beast immediately switches to the raider. The raider can pick the caged beast to attack in the same combat phase in which it is freed, even if the jailer has already picked it to attack earlier in the phase.

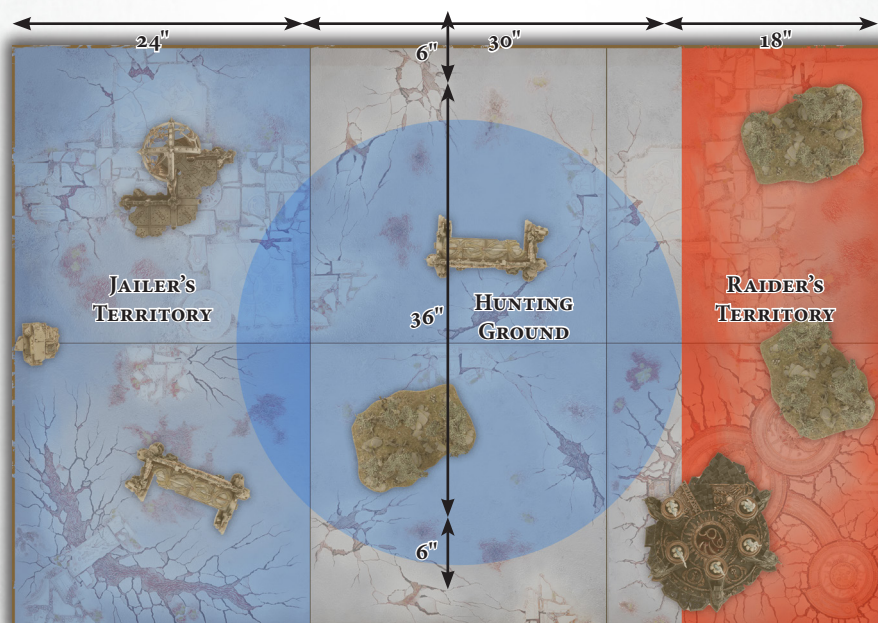
VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the game lasts for six battle rounds.

If at the end of any battle round the raider has any models within 3" of the Realmgate, or they have completely wiped out the jailer's army, the raider wins a **major victory**. Any other result is a **major victory** to the jailer, unless the caged beast was slain, in which case the raider wins a **minor victory** instead.

HINTS & TIPS

It's fair to say that the caged beast will dominate this battleplan, especially when augmented by Time of War rules for the Beast Wars. It therefore becomes even more important for the raider to free the caged beast, lest it tear apart their meagre forces in short order. However, the jailer will doubtless be acutely aware of this, so plan your attack carefully!





KILL THE BEAST

There are many terrifying creatures abroad during the Age of Sigmar. Towering gargants thunder across the plains, great Shaggoths dominate the higher passes of the Magmafrag Peaks, and gigantic Arachnaroks ensnare entire settlements at a time. Those with evil intent are not beyond yoking these mighty creatures to their will, and even worse, sometimes the monsters themselves can be found at the head of a war-horde.

Pupa Grotesse was one such warlord, a massive daemon of Nurgle who had taken it upon himself to pollute the waters flowing from the Oak of Ages Past. Using this battleplan, players can recreate the clash that took place when the Stormcast Eternals stood against him. These rules could also represent an orruk warlord looking to deprive an enterprising grot boss of his prize Squigoth, or a Pestilent Clawpack hunting down a Treelord at the edge of the Forgotten Forest.

THE ARMIES

Each player picks an army, and then must decide who will be the hunter and who will be the beastmaster. If one player has at least a third more models than their opponent, then they must be the beastmaster. Otherwise, each player rolls a dice, and whoever rolls higher decides whether to be the hunter or the beastmaster.

The general of each army has a unique command ability, shown below, in addition to any others they have.

THE GREAT BEAST

The beastmaster must pick a **MONSTER** in their army to be the great beast, or any other model if their army does not include any **MONSTERS**. Add 3 to the great beast's Wounds characteristic.

HUNTER'S OBJECTIVES

A terrible beast has been causing havoc at the behest of your enemy, but now you have tracked it to its lair. Knowing that you could not easily approach by land, you have planned a two-pronged assault; while one force marches forth to deliver the killing blow, a second host will cause a diversion in the skies. Even if it costs the lives of all of your warriors, victory will be yours if the beast lies slain at battle's end.

BEASTMASTER'S OBJECTIVES

The mighty creature at the heart of your plans for conquest has been no less than a boon from the gods, but the enemy now moves to slay it. This cannot be allowed, for you have concocted a great purpose for it in this realm. Dispatching airborne warriors to deal with an obvious feint, you prepare yourself to defend your beast to the last and slaughter those who would dare stand in your way.

HUNTER'S COMMAND ABILITY

Fleet of Wing: If your general uses this ability, until your next hero phase you can re-roll charge rolls for the general and friendly flying units within 6" of them if they move from one battlefield to another during this battle round (see Sky War).

BEASTMASTER'S COMMAND ABILITY

Living Bulwark: If your general uses this ability, pick a friendly unit that is within 24" of them and within 12" of the great beast. Until your next hero phase, re-roll failed save rolls for that unit.

THE BATTLEFIELDS

The battle takes place across two separate battlefields. The larger of the two represents the land, while the smaller represents the sky.

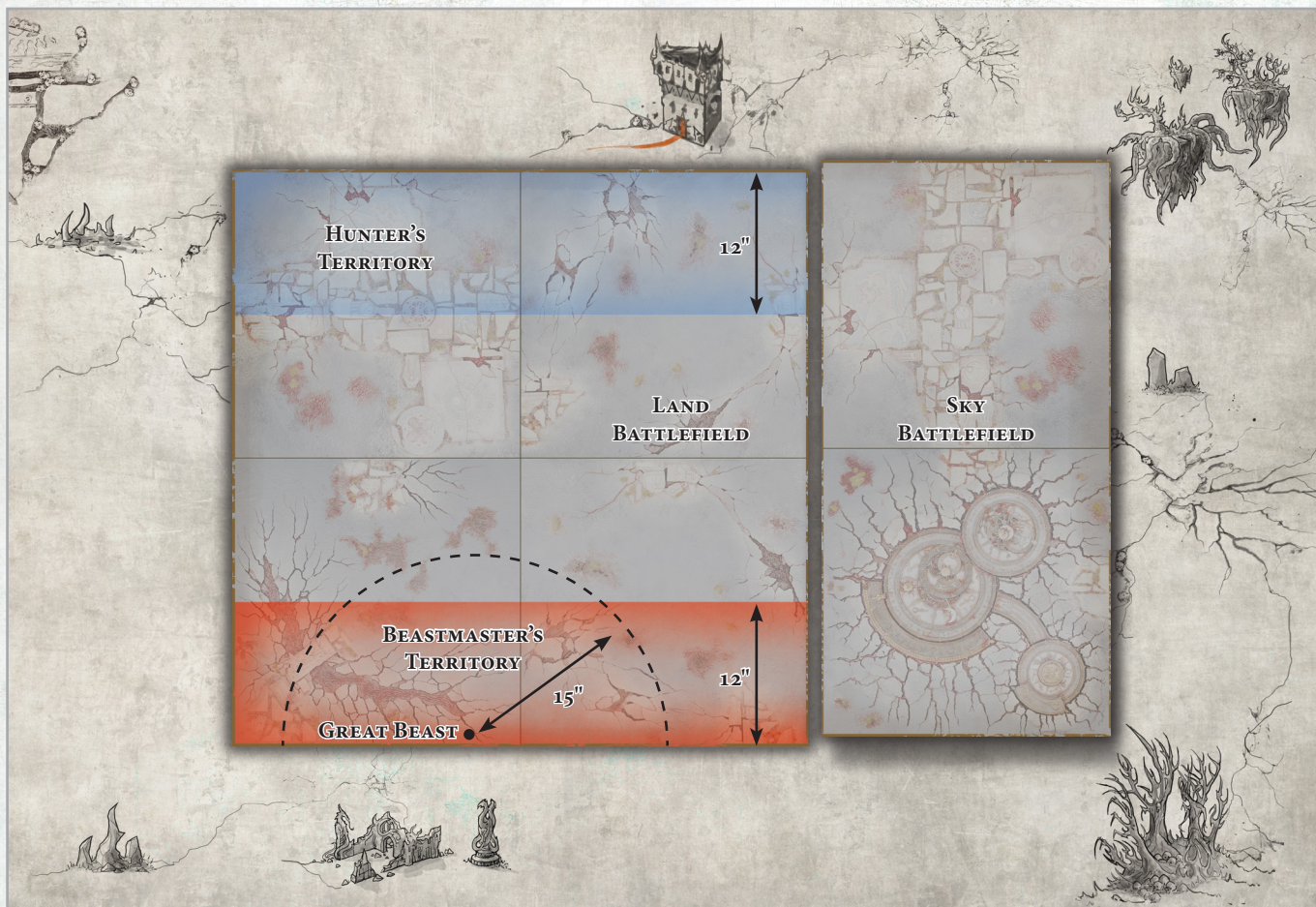
If you do not have enough room to set up two areas, you can divide your battlefield as shown on the map below. Just remember that the two are entirely separate – units can't move between them without using the Sky War rules on the following page, and you can't measure distances between them.

Generate the scenery for the land battlefield as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below. The sky battlefield should be mostly clear, aside from the tops of tall trees or towers.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. The beastmaster begins by placing the great beast on the land battlefield within 1" of a battlefield edge, claiming that edge as his own.

The hunter claims the opposite battlefield edge, then sets up a unit so that all of its models are within 12" of it. The players continue to alternate setting up a unit, making sure that they don't set up any models more than 12" from their battlefield edge, until they have set up all the units they want to fight in the battle or have run out of space. Units that can fly can instead be set up anywhere on the sky battlefield that is more than 9" from any enemy units.





THE BEAST'S LAIR

The point on the edge of the battlefield closest to the great beast when it is set up marks the centre of its territory. The beast's territory extends out from this point for 15" in all directions. Add 1 to hit and wound rolls for attacks made by the great beast while it is within its territory.

If the great beast is within its territory in the beastmaster's hero phase, the beastmaster can inflict D3 mortal wounds on one friendly unit within 3" of the great beast. Heal 1 wound that has been allocated to the great beast for each mortal wound that was inflicted on the friendly unit.

FIRST TURN

The hunter chooses which player takes the first turn in the first battle round.

SKY WAR

Units on the sky battlefield can move, shoot, charge and fight as normal, but

can be picked to fight when they are within 6" of an enemy unit and can pile in up to 6". In addition, each time a unit in your army slays an enemy model in the sky, roll a dice. On a 6 pick a unit in the enemy army that is on the land battlefield. That unit immediately suffers D3 mortal wounds as a body crashes down upon them from above.

In your movement phase, units that can fly can soar to the other battlefield instead of moving. Remove the unit from play and set it up anywhere on the other battlefield so that it is more than 9" away from any enemy units.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the hunter immediately wins a **major victory** if their forces slay the great beast and there are no models belonging to the beastmaster on the sky battlefield.

If the hunter slays the great beast, but there are still models belonging to the beastmaster on the sky battlefield, the hunter immediately wins a **minor victory**. The beastmaster immediately wins a **minor victory** if they successfully slay all of the models the hunter has in play on the land battlefield; if they have also slain all of the models the hunter has in play on the sky battlefield, they instead win a **major victory**.

HINTS & TIPS

This battleplan represents the perfect opportunity for the hunter to try out one of the beastbane artefacts from the Time of War rules that were revealed today. Remember that the great beast is already tougher to kill than normal, and will be further augmented by the Time of War rules released earlier in the week, so you may need all the help you can get!





TIME OF WAR

The Beast Wars saw the rise and fall of many monstrous creatures, from entities wise and noble despite their terrifying appearance, to fell behemoths of base intelligence that revelled in the wanton destruction left in their wake.

THE BEAST WARS

If you decide a battle is taking place in Ghur, the Realm of Beasts, then you can specify it is occurring during the Beast Wars. If you do, the following rules apply. These rules can be used instead of, or in addition to, the rules for fighting in the Realm of Beasts that can be found in the General's Handbook 2017.

BEAST OF LEGEND

If your army includes any Monsters, you can pick one to represent a legendary creature that rose to prominence during the Beast Wars. Declare which **Monster** is a Beast of Legend, and pick a trait that best matches its backstory from the table below. Alternatively, you can roll a dice to randomly determine which trait from the table your Beast of Legend has.

A TIME OF MONSTERS

The Beast Wars were named for the mighty creatures that rose up across the lands to fight, infused by the the bestial energies of Ghur.

At the start of your hero phase, you can heal 1 wound that has been allocated to each of your **Monster** units.

TITANS OF WAR

During the Beast Wars, the unbridled ferocity of the terrible creatures that dominated the battlefields soon became dark legend amongst the harrowed survivors.

Monsters can be picked to fight when they are within 6" of an enemy unit, and can pile in up to 6".

D6	Trait
1	Unyielding: This beast refuses to give in, ignoring even the most grievous of tears in its battle-scarred hide. Subtract 3 from the number of wounds suffered by the Monster (to a minimum of 0) when determining which row on its damage table to use.
2	Terrifying Appearance: So frightening of aspect is this creature that it looks as if it were ripped straight from a nightmare. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of this Monster .
3	Swift: Whether fleet of wing or uncharacteristically agile for such a large beast, this monster is able to fall upon its prey with fearsome speed. Add 1 to this Monster 's Move characteristic. In addition, add 1 to its run and charge rolls.
4	Living Bulwark: Be it covered in diamond-hard scales or layers of bony spines, this beast's hide is protected by a layer of natural armour that, though cumbersome, renders it nigh impervious to all but the most well-placed of blows. Subtract 1 from the wound rolls of attacks that target this Monster . However, you must subtract 2 from its Move characteristic (to a minimum of 0).
5	Piercing Strikes: Vast dagger-like teeth or razor-sharp talons enable this creature to puncture the armour of even the most heavily protected foes with terrifying ease. Pick one of this Monster 's melee weapons and improve its Rend characteristic by 1.
6	Wrathful: This fearsome beast is relentless in battle, tearing apart any that dare challenge its might. Re-roll hit rolls of 1 for attacks made with this Monster 's melee weapons.

TIME OF WAR

THE BEAST WARS

If you decide a battle is taking place in Ghur, the Realm of Beasts, then you can specify it is occurring during the Beast Wars. If you do, the following rules apply. These rules can be used instead of, or in addition to, the rules for fighting in the Realm of Beasts that can be found in the *General's Handbook 2017*.

A TIME OF MONSTERS

The Beast Wars were named for the mighty creatures that rose up across the lands to fight, infused by the the bestial energies of Ghur.

At the start of your hero phase, you can heal 1 wound that has been allocated to each of your **Monster** units.

TITANS OF WAR

During the Beast Wars, the unbridled ferocity of the terrible creatures that dominated the battlefields soon became dark legend amongst the harrowed survivors.

Monsters can be picked to fight when they are within 6" of an enemy unit, and can pile in up to 6".





TIME OF WAR

The Beast Wars saw the rise and fall of many monstrous creatures, from entities wise and noble despite their terrifying appearance, to fell behemoths of base intelligence that revelled in the wanton destruction left in their wake.

THE BEAST WARS

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If your army won a **major victory** in a battle taking place during the Beast Wars, you can roll on the following table instead of the Triumph table on the *Warhammer Age of Sigmar* rules sheet in your next battle. The result applies for the duration of the battle.

D6	BEAST WARS TRIUMPHS
1	<p>Blessing of Ghur: <i>This beast's body is infused with the energies of Ghur, and can swiftly recover from the injuries it sustains.</i></p> <p>Pick a Monster from your army. At the start of your hero phase, you can heal D3 wounds that have been allocated to that monster. This is in addition to any wounds healed by A Time of Monsters (see Tuesday's Time of War rules).</p>
2	<p>Titanic Strength: <i>Ghur's magical power lends this monster the strength to sunder mountains.</i></p> <p>Pick a Monster from your army. Add 1 to wound rolls for attacks made with that monster's melee weapons.</p>
3	<p>Eye of the Ever-serpent: <i>This ancient gemstone, bound within a large torc, is believed to have been created by a cosmic entity during Ghur's creation, and it is said that whilst the realm itself endures, so too shall the creature that wears it.</i></p> <p>Pick a Monster from your army. Roll a dice each time you allocate a mortal wound to that monster. On a 3+ the mortal wound is negated.</p>
4	<p>Mark of the Deathbeast: <i>A fateful boon has been bestowed upon this creature; should it fall before the next lunar cycle, it will benefit from a burst of unnatural strength to strike back at its killers.</i></p> <p>Pick a Monster from your army. If that monster is slain, before removing it as a casualty, you can immediately either shoot with it as if it were your shooting phase, or pile in and attack with it as if it were the combat phase. If the monster has a damage table, use the characteristics on the top line when it does so.</p>
5	<p>Predator's Gift: <i>This monstrous beast has been granted enhanced predatory skills, including heightened senses and the swiftness to use them to terrible effect.</i></p> <p>Pick a Monster from your army. You can re-roll charge rolls for that monster. In addition, when running with that monster, do not roll a dice; instead, add 6" to its Move characteristic that phase.</p>
6	<p>The Adamantine Scale: <i>Once belonging to an ancient godbeast, this radiant scale will lend a creature otherworldly protection should it be hammered into its flank.</i></p> <p>Pick a Monster from your army. Reduce the damage of attacks that target that monster by 1 (to a minimum of 1).</p>

TIME OF WAR

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THE MAGIC OF GHUR

If you decide a battle is taking place in Ghur, the Realm of Beasts, then **WIZARDS** know the Monstrous Phantasm spell in addition to any other spells that they know.

MONSTROUS PHANTASM

The wizard links part of his own life force to a mighty spectral beast, which is summoned forth to strike down the caster's foes.

Monstrous Phantasm has a casting value of 7+. If successfully cast, set up a **MONSTER** anywhere on the battlefield fully within 12" of the caster and more than 12" from any enemy models.

At the end of each turn, you must take a special battleshock test by rolling a dice and adding the number of wounds allocated to that monster that turn. If the total exceeds the monster's Bravery characteristic, the caster suffers D3 mortal wounds. In addition, if the monster is slain, the caster suffers D3 mortal wounds. If the caster is slain or flees, the monster is slain.

In pitched battle games, you do not need to pay reinforcement points for a monster summoned with this spell, nor does it count as casualty for the purposes of victory if slain.

COMMAND ABILITY

If you decide a battle is taking place in Ghur, the Realm of Beasts, your general has the Compel Beasts command ability in addition to any other command abilities they have.

COMPEL BEASTS

Using his domineering presence, the general commands his bestial minions to assail the foe without hesitation or mercy.

If your general uses this command ability, then you can re-roll charge rolls for friendly **MONSTERS** that are within 12" of the general at the start of the charge phase.





TIME OF WAR

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THE BEAST WARS

If you decide a battle is taking place in Ghur, the Realm of Beasts, then you can specify it is occurring during the Beast Wars. If your army has an allegiance and includes any **HEROES**, you can choose for one of them to bear a beastbane artefact instead of one of the artefacts of power that are normally available to them.

D6	BEASTBANE ARTEFACT
1	<p>Featherfoe Torc: <i>This legendary relic contains the power to thwart the blows of winged beasts.</i></p> <p>Subtract 1 from hit rolls for attacks that target the bearer if the unit making the attack can fly.</p>
2	<p>The Runesword Karaghul: <i>An ancient blade from a distant time, the weapon known as Karaghul was forged for the slaying of dragonkin.</i></p> <p>Pick one melee weapon that this model can use. Add 1 to wound rolls for attacks made with that weapon that target MONSTERS. In addition, double the Damage characteristic of that weapon if the target is a DRAGON, DRAGON OGOR or STARDRAKE.</p>
3	<p>Trueflight: <i>This weapon has been the doom of creatures beyond count.</i></p> <p>Pick one missile weapon that this model can use. Each time you roll a wound roll of 6+ for an attack made with that weapon, increase the damage of the attack by 3.</p>
4	<p>Beastslayer Blade: <i>Enchanted with baleful curses against the monstrous beasts that assailed its forger's lands, even the smallest cut can have lethal consequences.</i></p> <p>Pick one melee weapon that this model can use. At the end of any phase in which a wound was allocated to a MONSTER as a result of an attack made with that weapon, that MONSTER suffers D3 mortal wounds.</p>
5	<p>Amulet of the Beast-tamer: <i>The bearer of this talisman can temper the most aggressive tendencies of their bestial foes.</i></p> <p>Subtract 1 (to a minimum of 1) from the Attacks characteristic of melee weapons used by enemy MONSTERS while they are within 3" of the bearer.</p>
6	<p>Obsidian Blade: <i>This weapon can pierce even the toughest hide.</i></p> <p>Pick one melee weapon that this model can use. Improve the Rend characteristic by 1 for attacks made with that weapon, or improve the Rend characteristic by 2 for attacks made with that weapon that target a MONSTER.</p>