



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.

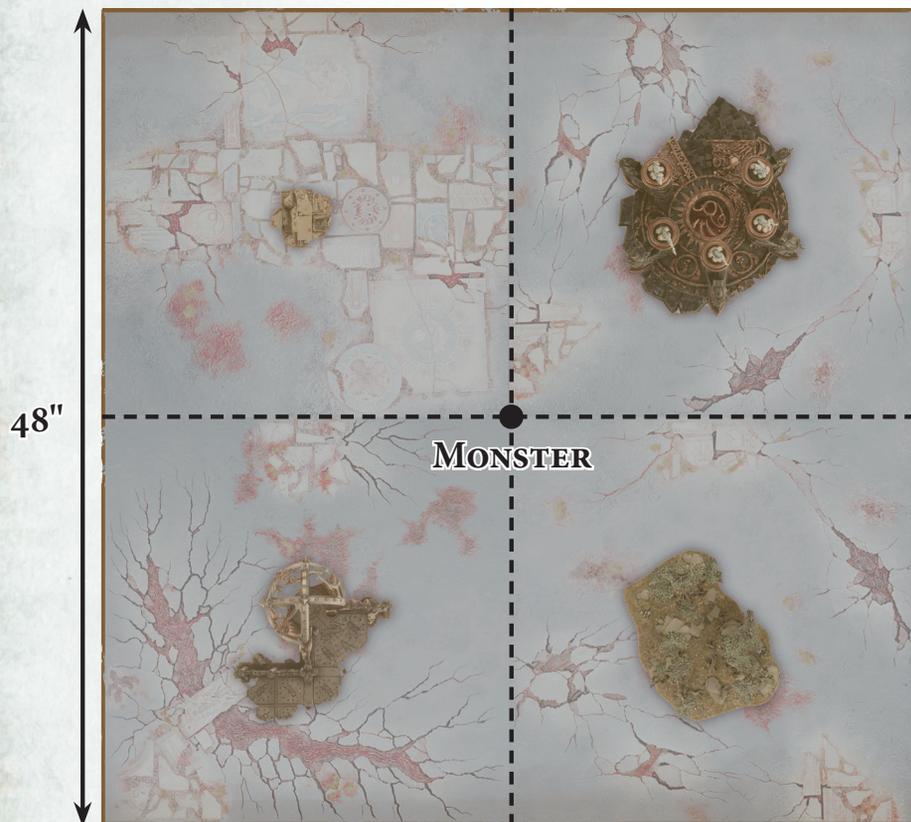
THE BETTER PART OF VALOUR

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!



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.