



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!





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".

