



# 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.

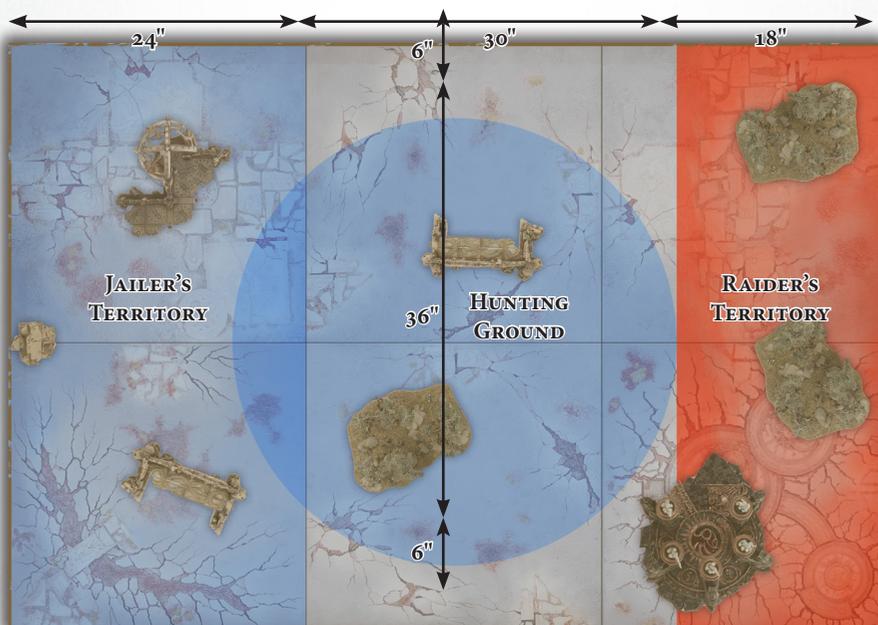
## VICTORY

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!





# 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 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.

