



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.

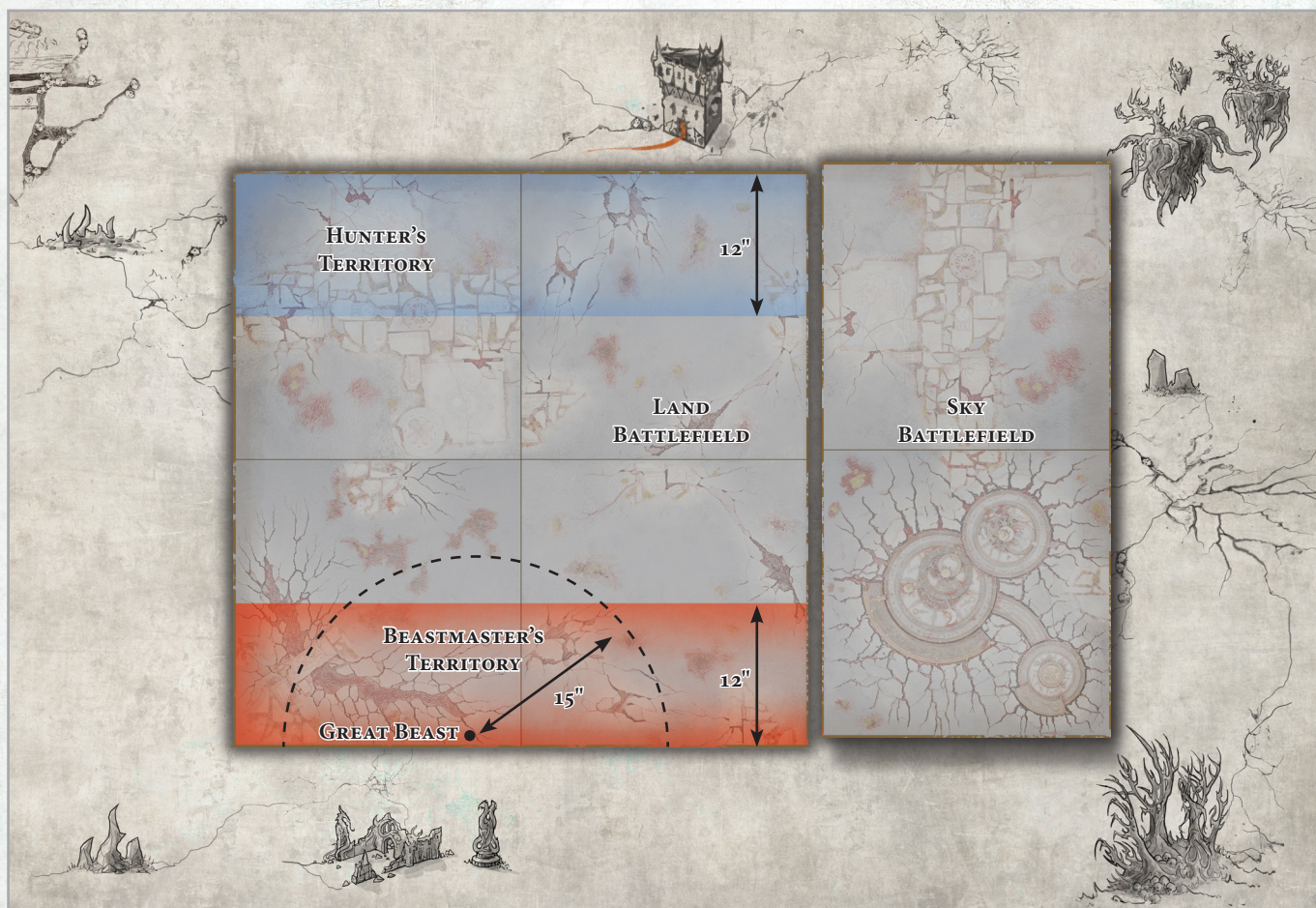
If you do not have enough room to set up two areas, you can divide your battlefield as shown on the map below. Just remember that the two are entirely separate – units can't move between them without using the Sky War rules on the following page, and you can't measure distances between them.

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 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>