

BEASTFOLK FACTION RULES (MAY 2022)

Although Beastfolk can be found in all corners of ArcWorlde, many of the clans of Mildaark have their homelands in the forests and deep valleys of the Scotstaine Lowlands. These fellows, who resemble amalgamations of various types of animals and men, shun civilised lands and instead choose to call the wild places their home.

Beastfolk clans are made up of many different species, both large and small, who band together in rambunctious packs. It isn't uncommon for the more warlike clans to venture far and wide in pursuit of plunder, where they compete to collect the most loot. They have a natural affinity with the wild beasts of ArcWorlde, who often follow them on their raids in the hopes of fresh meat.

FACTION SPECIFIC RULES:

Nomadic Clans

The Beastfolk live a roaming, nomadic life in the wilds of ArcWorlde and have been known to ally with those who do the same. When constructing your Warband, you may use Characters from the Ourks and Gremlins (Coming Soon!) Factions.

Beastkin

Beasts, Monsters or Titans from the Bestiary taken as part of a Beastfolk Warband are at –20% GP cost.

Diminutive

When Characters with this Trait are Knocked Out, Characters with the Intimidating Trait do not take Bravery Tests. They are too puny to care about!

Intimidating

Any Characters with the Diminutive Trait that are within 6" of an Intimidating Character may re-roll one Failure when Attacking per Round.

Animal Forms

Beastfolk come in all shapes and sizes, with a whole variety of body types. Characters with this Trait may be 'equipped' with the Animal Forms found in the Beastfolk Armoury. These are physical attributes of the Character and may not be changed or removed under any circumstances.

In addition to the Items and Equipment found in the Common Armoury (see the Common Armoury list), the Beastfolk have their own hoards of pilfered loot.

BEASTFOLK ARMOURY			
NAME	TYPE	COST	DESCRIPTION
CURED MEAT	Item	10GP	The Beastfolk have numerous ways of preserving food for their long journeys – the Troll Haggis is particularly good. One use only. If consumed, a Character regains D6HP. A Character can use some Cured Meat to heal a friendly Character in base contact.
BEASTFOLK RANGED WEAPON	Equipment	15GP	The Beastfolk use all manner of ranged weapons, from simple hide slings to bows and crossbows. If equipped, a Character may make this Attack: ● (Ranged) Shot: Power – 5 Special Rules: 12” range.
PROTECTIVE HIDE	Animal Form	20GP	Some Beastfolk have particularly thick hide or protective outer shells that can help to deflect attacks. +1 to Armour, cannot be Broken by Attacks. May stack with other types of armoured Equipment.
CAMOUFLAGED PELT	Animal Form	15GP	Some Beastfolk are covered in a particular pattern that makes them difficult to distinguish from the trees. Characters using a Ranged Attack against this Character increase their Feat difficulty by 1.
UGLY	Animal Form	15GP	Some Beastfolk have visages so fearsome and hideous they cause others to flee in fear. Their mothers, however, think they are very handsome. This Character is Fearsome.
BESTIAL MOXIE	Animal Form	20GP	Some Beastfolk have never known the creep of fear in their hearts. You can decide if this is a good or bad thing. This Character automatically passes all Bravery Tests.
HORNS AND TUSKS	Animal Form	20GP	Some Beastfolk sport sharp horns or tusks, and sometimes even both. +1 Power on all Attacks.

LONG LEGS	Animal Form	20GP	Some Beastfolk have long powerful legs which they use to gallop or leap into a scrap. +2 Move and gains the Agile Trait (see Bestiary).
MONSTER RIDER	Animal Form	5GP	Some Beastfolk have a particular affinity with the creatures of ArcWorlde and can convince them to ride atop them into battle. May use the Monstrous Mount Trait (see Bestiary) on any Beast, Monster or Titan.

SPELL LIST – THE LORE OF TOOTH AND FUR		
<p>Beastfolk are instinctively attuned to the energies of nature and use them to power their magic. Brandishing mystical charms and potions made from the bones of their kin, their Hedge Witches use knowledge and skill passed down for generations to weave arcane energy into a tapestry of power.</p>		
SPELL NAME	REQUIRED DRAW	DESCRIPTION
FOREST CREATURES	14	The beasties of the woods are called up from their lairs to attack unseelie trespassers. The target Character and all Characters within 3” of them take 3 Hits.
WARGING	17	The Hedgewitch enters the mind of another creature and controls their every move. Once the caster has finished their Activation, nominate a friendly Beast on the board. They may immediately Activate, even if they have already done so this Round. Any Items or Equipment collected by the Beast are transferred to the caster at the end of its activation.

<p>BESTIAL STRENGTH</p>	<p>19</p>	<p>With a mighty roar, the Hedgewitch harnesses the strength of a powerful creature and gifts it to one of her kin.</p> <p>This Spell may be cast on any Character that isn't a Beast, Monster or Titan. The target gains +3 Power on any Melee Attacks until the caster chooses to cast another Spell.</p>
<p>SHAPESHIFT</p>	<p>21</p>	<p>As the air around them blurs, the Hedgewitch assumes a new form – a terrifying Monster!</p> <p>Replace the caster with a Monster chosen from the Bestiary. The Monster has the same AP as the caster had remaining before the Shapeshift but is otherwise identical.</p> <p>At the end of the Round, the caster returns to their true form with the same amount of HP as they had when the Spell was cast.</p>

BEASTFOLK PACKMASTER – 120GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
COMMANDER	5	4	8	14

ATTACKS:

- **(2AP) Bestial Rage: Power – 8**
Special Rules: Each Critical Hit allows one more D6 to be rolled.
- **(1AP) Mighty Kick: Power – 5**
Special Rules: If the Target is Prone, if there are more Successes than Failures, the Character is moved 3” in a direction chosen by the Beastfolk player.
- **(1AP) Gore: Power – 5**
Special Rules: Critical Hits break 1 Armour.

Traits & Equipment – Intimidating, Animal Form.

“At the head of the Beastfolk clan sits the Packmaster. Usually the largest of the clan, they often dwarf the average human in both size and strength. The Packmaster maintains order amongst their rabble with a combination of beatings, a hearty supply of booze and sheer force of will.

Packmasters are often the first to charge into battle on any raids and are more than happy to take the biggest share of any loot. Any who dare to disagree with the Packmaster, as well as receiving a good kicking, also vastly increase their chances of being found in tomorrow’s breakfast haggis, so most Beastfolk tend to go along with whatever they say.”

BEASTFOLK HEDGEWITCH – 90GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
MAGE	3	4	8	8

ATTACKS:

- **(2AP) Staff Thump: Power – 4**

Traits & Equipment – Animal Form.

Mysterious Herbs

Hedgewitches often carry bottles and bags of mysterious herbs, which they use to heal their battered and bruised clan members. A Hedgewitch may attempt an Easy Feat to restore D3 HP to a friendly Character in base contact.

“The Hedgewitches are Beastfolk who are particularly attuned to the whims of nature. Playing matriarchal roles within the clan, their knowledge of herbs and natural medicines are second to none. In the frontier towns and wilder places of ArcWorlde even humans and Halflings seek out the Hedgewitches for the expertise which they are happy to share for the right amount of coin.

In times of war the Hedgewitches accompany the clan into battle, keeping their beloved ruffians safe. Their wild magic can turn the tide of a scrap, and they will use all the power at their disposal to help their kin.”

BEASTFOLK VERMAN – 30GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
UNIT	2	5	7	5

ATTACKS:

- **(2AP) Eager Attack: Power – 7**
Special Rules: If there are more Failures than Successes when rolling to Hit, the Verman loses D3HP afterwards.
- **(1AP) Stab: Power – 3**

Traits & Equipment – Diminutive, Animal Form.

Go Get’Em!

If the Verman is within 6” of a Character with the Intimidating Trait, they may re-roll one failed Leg It roll if the goal is to Charge an enemy Character.

“The Vermen are the smaller members of the Beastfolk clan, who often resemble rodents, amphibians or other diminutive creatures. Although much weaker than their burly Clanbeast brethren, their nimble fingers and quick minds are more than useful within Beastfolk society.

In battle the Vermen scurry alongside the larger Clanbeasts, who are often dismissive of their presence. However, Vermen fearlessly launch themselves at their foes to impress their heftier kin, much to the amusement of the larger Beastfolk.”

BEASTFOLK CLANBEAST – 85GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
ELITE	4	4	7	10

ATTACKS:

- **(2AP) Savage: Power – 7**
Special Rules: Each Critical Hit allows one more Hit to be rolled.
- **(1AP) Smash: Power – 5**
Special Rules: Critical Hits break 1 Armour.

Traits & Equipment – Intimidating, Animal Form.

“The Clanbeasts are the main warriors of the Beastfolk clans. Hulking brutes with more brawn than brains, they live to fight, feast and fight some more.

Clanbeasts take great delight in raiding defenceless settlements, and often compete with their kin for the best loot. If the defenders put up more of a fight than they were expecting, even better.”

KELPIE – 200GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
HEAVY/MONSTER	7	6	7	20

ATTACKS:

- **(2AP) Crunch: Power – 8**
Special Rules: If a Critical Hit is made, the target Character may not move out of base contact with the Kelpie until the next Round.
- **(2AP) Tail Swipe: Power – 5**
Special Rules: Every Character within 2” is affected by this Attack.
- **(1AP) Wicked Slash: Power – 5**
Special Rules: Critical Hits break 1 Armour.

Traits & Equipment – Agile, Split Activation, Fearsome, Dwindling Strength (Monster), Death Throes (Monster) – See Bestiary Ruleset.

Aquatic

This Character may move through any water-themed terrain as if it were Open Terrain. In addition, this Character gains +2” on any movement made in water, including Leg It rolls.

Cloying Mist

Kelpies are surrounded by a thick fog, which muddles their form and confuses their prey before they strike. Characters using a Ranged Attack against the Kelpie or any Character within 3” of it increase their Feat difficulty by 1. In addition, any Ranged Attacks made by Characters within 3” of the Kelpie also increase their Feat Difficulty by 1.

“Kelpies are mysterious creatures native to the deep lochs and rivers of the Scotstaine Lowlands. Also known as water horses by the local folk, they are graceful but deadly predators who are infamous for attacking those who wander too close to the water’s edge. Kelpies constantly envelop themselves in thick cloying mist so they may better confuse their prey before drowning and tearing them apart.

As the Beastfolk of Scotstaine migrated into the Mildaark, they brought many of their native creatures with them. The Kelpies have taken well to the waterways of the great forest, and the Beastfolk often lure them into battle alongside them with promises of fresh meat.”

WAR BARD – 70GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
IRREGULAR	3	5	7	8

ATTACKS:

- **(2AP) Almighty Racket: Power – 3**
Special Rules: Every non-Beastfolk Character within 6” is affected by this Attack.
- **(1AP) Good Kickin’: Power – 4**

Traits & Equipment – Animal Form.

Ballads of the Beastfolk

The War Bards mastery of the weird musical instruments of the Beastfolk are second-to-none, which still isn’t saying much. Once per Activation, roll a D6 to see what effects their wonderful playing has:

(1-2) Frantic Tooting – All Beastfolk within 6” gain +1 to all movement this Round, including Leg It rolls.

(3-4) Harmonious Honking – All Beastfolk within 6” regain 1HP.

(5-6) Battle Blaring – All Beastfolk within 6” gain +1 Power on all Attacks this Round.

“Music is extremely important to the Beastfolk. Much of their history is passed down through ballads and songs, and their wild parties are infamous throughout ArcWorlde.

There are those amongst the Beastfolk who pride themselves in the mastery of the weird and varied instruments they use to play their music. Although their efforts sound like the sweetest melodies to other Beastfolk, the cacophony of honking and blaring can drive anyone else completely insane.”