

# SCENARIO: The Beast

## Special Rules:

### *Control the Beast*

When an enemy demon moves within 3" of the beast, they may choose to try to control it instead of making a Combat Attack roll. If they do, they roll six d6. If they achieve at least one natural 6, they gain one success in controlling the beast. The first warband to reach ten successes controls the beast and may then activate it as normal in future rounds.

### *The Beast*

Move: 8"

Life: 40

Combat: 12

### *The Beast's Actions*

1. The beast takes activations on 12 and 6.
2. The beast will attack the model within 3" that last caused damage to the beast.
3. If no demon fulfills #2 above, then the beast will attack a random demon within 3".
4. If there are no demons within 3", but there are demons within 8", the beast will move its full move to the closest demon and attack it. If multiple demons are equidistant, then randomly determine which demon the beast moves toward and attacks.
5. If there are no demons within 8", the beast will do nothing for its activation.

Some demons have grown so large or powerful they have lost their minds and become little more than ravenous beasts. There are great rewards if you can either catch and command this beast or, barring that, kill it.

**Players:** 1-4

**Terrain Notes:** The board should be set up as per the medium terrain rules.

**Set-Up:** Both players deploy their cabals in the deployment areas labeled below. Roll a d6 to determine who is Player 1 and who is Player 2 (roll for additional players as necessary). In the center, you place "The Beast" – this should be any large monster from your collection on at least a 60mm base. See sidebar for the beast's actions.

**Victory Conditions:** The game lasts five rounds. The winner is the cabal that either kills or controls the beast. If a player retreats, they lose the game.

**Rewards:** If a cabal controls the beast, they may sacrifice the beast after the game and harvest its essence for power. You may gain one additional Essence for your leader. If a cabal kills the beast, they may roll six d6 after the game, gaining one additional soul for each 4+ rolled on those six dice.

**Title - Beast Slayer.** Whatever demon slays the beast gains a Title: Beast Slayer. As per normal, only one demon in your cabal may have this title. This demon increases their Combat ability by 1 whenever they make a Combat Attack roll against an enemy with a higher Combat ability.

