

DARK LOTUS

GANG BOOK

HORNED BEASTS

"Something smart that really makes you think" ~ Someone

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CREDITS

STORY, RULES, ART AND LAYOUT

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CONTENTS

HORNED BEASTS PACKS	5
ORIGIN	5
PRESENCE ON INDUSTRIAL WORLDS	6
IN DARK LOTUS	6
HORNED BEASTS GANG LIST	7
GANG COMPOSITION & OTHER GANG RULES	7
SPECIAL RULES	7
FIGHTERS	8
PACK MASTER (LEADER)	8
MARAUDER (CHAMPION)	9
SHAMAN (CHAMPION)	10
VANGUARD (PROSPECT)	11
STRIDER (GANGER)	12
WHELP (JUVE)	13
MINOTAUR (BRUTE)	14
WILDNESS SKILLS	15
ANCESTRAL BOND	16
MYSTIC DISCIPLINE	17
REFERENCES & RESOURCES	18







HORNED BEASTS PACKS

"The Horned Beasts, shunned progeny of mankind's ambition, marred by the Empire's disdain. They embody the fractures in humanity's façade, reflecting both cruelty and tragedy—our sins made flesh."

Atticus Drasthorn, Archivist of Aberrations

In the dark expanse of time, the Empire casts its oppressive shadow across the stars. Among the tales of abhorrence and woe, the Horned Beasts crawl through the horror's pages. Twisted in both visage and temperament, these creatures embody a grotesque harmony of malevolence and primal savagery, chilling those who dare speak their name.

ORIGIN

A SYMPHONY OF CHAOS AND FLESH

More than 10,000 years ago, the Horned Beasts emerged from the shadowy corners of obscurity. They were born into the abyssal fray as part of the galactic expansion of the Empire during their crusade across the stars.

Joining the ranks of the Emperor's forces, the Horned Beasts carried a reputation as warriors of the most primitive kind—crude, ravenous, and unshackled by the chains of discipline. Consequently, these forces were instruments of brutality, used recklessly for

all-out attacks or even suicidal charges where brute force eclipsed tactical acumen.

The Horned Beasts were scorned by the Emperor's troops. Their raucous nature, mired in unsanitary habits, proved a virulent catalyst for discontent among the ranks of humans, who regarded their beastly counterparts as an affront to their senses and values. However, in the aftermath of the galaxy-spanning civil war, a restructuring reinforced their presence in the Emperor's army. It gave their

forces some sense of hierarchy and made a place for their mightiest warriors, the pack masters.

Within the Horned Beasts' minds, a new narrative etched itself—an odyssey of salvation born from the sin of their existence, where battles on the threshold of mortality were both homage and atonement. Hence, their presence marked the galaxy with savage reverence, a dance of faith and ferocity. Their loyalty was primal and unyielding, a grim irony given what was to come for them.

ECHOES OF ANNIHILATION

In the last centuries, the Empire's decline took a troubling turn. The once-undisciplined Horned Beasts, once ensnared by the Empire's tenebrous bosom, now

found themselves shunned and branded, condemned to exclusion as "Proscribed Citizens". This harsh classification signifies their exclusion from three hundred thousand worlds—a cosmic estrangement akin to excommunication.

Nowadays, the Horned Beasts are prey, stalked in a cruel dance of anti-mutant purges, their existence deemed an affront to the twisted ideals of the Empire's purity. The haunting irony cascades like tears into the void - a prophecy self-fulfilled, as these outcasts, ensnared by the clutches of despair, extend a trembling hand toward the embrace of Chaos while others fight for survival and recognition amongst humans.

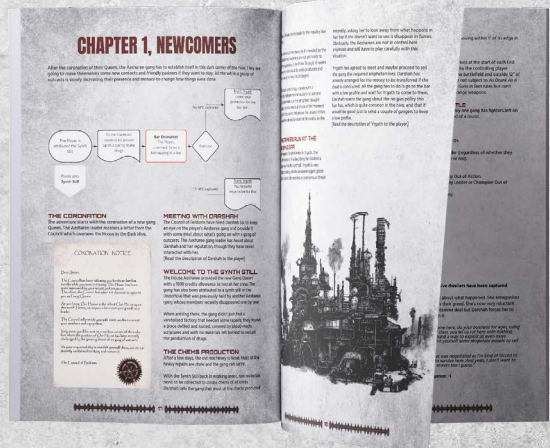
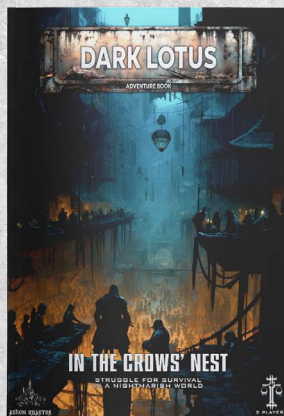
PRESENCE ON INDUSTRIAL WORLDS

Amidst the sprawling slums of industrial worlds, the Horned Beasts find both refuge and hunting ground. Within the depths of these urban monstrosities, where humanity has stacked upon itself, the Horned Beasts endure, hunting in the cities' deepest recesses.

IN DARK LOTUS*

In Dark Lotus, the Horned Beasts congregate in ruthless packs, their feral instincts awakened by the hive's lawless slums. These packs prowl the shadows, hunting unsuspecting hive dwellers, driven by bloodlust stoked amidst the unending cacophony of despair that saturates the city. Certain Horned Beasts rise as enigmatic overlords of the slums' criminal underworld, wielding raw power, cunning manipulation, and an eerie connection to dark energies.

* Dark Lotus is a setting by Ashen Quarter. "Forgotten and lost in the wastelands stands the silhouette of Dark Lotus. A hive that became the grimmest of hives after being plunged into complete darkness for centuries until recent times."



This **sourcebook** navigates the players through the Dark Lotus, its organisation, its secrets. This book brings plenty of new rules, a new campaign (horror and esoteric genre), NPCs, and new gangs.

Availability: 2024

In the Crows' Nest is a full-on narrative adventure made for 2 players. One player is the leader of a newly founded gang. The other is the gamemaster who brings opposition and challenges with different gangs. The gamemaster drives the narrative, cooperates with the other player, and fights them in classic-play scenarios opposing 2 gangs.

Available now on Etsy: <https://etsy.com/listing/1307436944>



HORNED BEASTS GANG LIST

GANG COMPOSITION

Horned Beasts gangs follow the standard rules for gang composition. See below summary:

- 1 gang leader
- At least half the gang must consist of Gang Fighters (X) models.

OTHER GANG RULES

Regarding what's happening if the leader of the pack dies, equipment sets, etc., follow the standard rules.

ALIGNMENT, TACTIC CARDS ETC.

Those choices have to be decided between the Horned Beasts player and the other players, to make sure that everyone agrees on the rules applying for this gang.

EXOTIC BEASTS REFUSAL

Within the wild heart of the Horned Beasts, the idea of subjugating another creature as a mere pet is abhorrent. They draw strength from their bestial heritage and refuse to bend to the whims of tamed beasts. The idea of controlling another living creature, exotic or otherwise, goes against their primal instincts, and they proudly stand by their refusal.

As such, the Horned Beasts forbid themselves from purchasing or using exotic beasts.

SPECIAL RULES

Animal Instincts

Horned Beasts are more in tune with their bestial heritage, possessing heightened senses and primal instincts that allow them to detect even the faintest movements of hidden foes.

At the beginning of their activation, this fighter can detect any enemy model that is hidden within 8" of them. Roll a D6. On 4+, the hidden model is revealed for the rest of the round.

Furious Charge

When a fighter with the Furious Charge special rule charges into combat, their overwhelming momentum grants them additional strength, making their attacks even more devastating. They gain a +1 bonus to their Strength characteristic for the duration of that round.



PACK MASTER (LEADER) - 140 CREDITS

Clad in the bones and hides of vanquished enemies, the Pack Master stands as a symbol of power and dominance among the Horned Beasts. With a resplendent crown of fearsome horns adorning their head, the Pack Master commands both respect and obedience from their kin. Their penetrating gaze, a fusion of cunning and authority, can silence even the rowdiest disputes. They are a beacon of unity, fostering a sense of brotherhood among the horned beasts. It is said that they hold a deep connection to the spirits of the wild, seeking their guidance and channelling their primal energy to empower the gang. As the Horned Beasts fight to carve out their territory in the darkness, the Pack Master's legacy grows with each victory and challenge overcome.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	4	4	2	4+	3	5+	4+	8+	7+

Starting Skills: 1 Primary.

Special Rules: Gang Leader, Gang Hierarchy (Leader), Tools of the Trade, Group Activation (2), Animal Instincts.

SKILLS TABLE

A Pack Master has access to the following skills:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Wildness
Secondary	Primary	Primary	-	Secondary	Primary	-	-	Secondary

EQUIPMENT

A Pack Master can equip weapons and wargear from the Pack Master equipment list:

- Throughout a campaign, a Pack Master can acquire more weapons and wargear from this list and the Trading Post.
- There are no limitations on weapon choices for a Pack Master; all weapon types are open for selection.

PACK MASTER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Reclaimed autogun10
- Shotgun w/ solid & scatter
ammo 30
- Stub cannon 20

PISTOLS

- Autopistol10
- Hand flamer 75
- Laspistol 10
- Stub gun5
 - Dumdum rounds +5

SPECIAL WEAPONS

- Flamer 140
- Meltagun 135
- Plasma gun 100

HEAVY WEAPONS

- Heavy bolter160
- Heavy flamer 195
- Heavy stubber 130
- Multi-melta 180

CLOSE COMBAT WEAPONS

- Axe 10
- Chainsword25
- Chainaxe 35
- Cleaver 20
- Flail 20
- Fighting knife15
- Heavy club 15
- Maul (club)10
- Shock whip 25
- Two-handed axe25

WARGEAR GRENADES

- Frag grenades30
- Krak grenades45
- Plasma grenades65
- Smoke grenades 15

ARMOUR

- Flak armour10
- Mesh armour15

PERSONAL EQUIPMENT

- Armoured undersuit 25
- Bio-booster 35
- Cult icon 40
- Drop rig10
- Filter plugs 10
- Photo-goggles 35
- Respirator 15
- Strip kit 15

WEAPON ACCESSORIES

- Telescopic Sight 25



MARAUDER (CHAMPION) - 105 CREDITS

With eyes ablaze and heart racing in tune with the wild rhythm of the hunt, the Marauder is a force to be reckoned with. Marauders are battle-hardened warriors, leading their kin into the fray. Their combat expertise and natural ferocity make them formidable opponents.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	4+	4	4	2	5+	2	7+	5+	8+	7+

Starting Skills: 1 Primary.

Special Rules: Gang Hierarchy (Champion), Tools of the Trade, Group Activation (1), Animal Instincts.

SKILLS TABLE

A Marauder has access to the following skills:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Wildness
Secondary	Primary	Primary	Secondary	Secondary	-	-	-	Secondary

EQUIPMENT

A Marauder can equip weapons and wargear from the Marauder equipment list:

- Throughout a campaign, a Marauder can acquire more weapons and wargear from this list and the Trading Post.
- There are no limitations on weapon choices for a Marauder; all weapon types are open for selection.

MARAUDER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Reclaimed autogun 10
- Shotgun w/ solid & scatter
ammo 30
- Stub cannon 20

PISTOLS

- Autopistol 10
- Hand flamer 75
- Laspistol 10
- Stub gun 5
 - Dumdum rounds +5

SPECIAL WEAPONS

- Flamer 140
- Meltagun 135
- Plasma gun 100

HEAVY WEAPONS

- Heavy bolter 160
- Heavy flamer 195
- Heavy stubber 130
- Multi-melta 180

CLOSE COMBAT WEAPONS

- Axe 10
- Chainsword 25
- Chainaxe 35
- Cleaver 20
- Flail 20
- Fighting knife 15
- Heavy club 15
- Maul (club) 10
- Shock whip 25
- Two-handed axe 25

WARGEAR

GRENADES

- Frag grenades 30
- Krak grenades 45
- Plasma grenades 65
- Smoke grenades 15

ARMOUR

- Flak armour 10
- Mesh armour 15

PERSONAL EQUIPMENT

- Armoured undersuit 25
- Bio-booster 35
- Cult icon 40
- Drop rig 10
- Filter plugs 10
- Photo-goggles 35
- Respirator 15
- Strip kit 15

WEAPON ACCESSORIES

- Telescopic Sight 25



SHAMAN (CHAMPION) - 115 CREDITS

The enigmatic figure of the Shaman arises as a conduit between the primal spirits and the mortal realm. With gnarled horns adorned with mystical fetishes, they carry the weight of their kin's spiritual connection. Through ancient rites and whispered incantations, they channel the wild energies of nature, weaving spells that manifest the power of the Horned Beasts themselves.

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
5"	4+	3+	4	3	2	5+	2	6+	5+	6+	7+

Starting Skills: 1 Primary or 1 Mystic psychic power.

Special Rules: Gang Hierarchy (Champion), Tools of the Trade, Group Activation (1), Animal Instincts, Mystic.

Mystic

Unsanctioned Psyker. Once per battle, they may re-roll a failed Willpower test when using their Psyker skills. However, the connection to these mystic forces makes them more vulnerable to psychic attacks – a psyker trying to disrupt a psyker with the Mystic Special rule would gain a bonus of +1 to their Willpower rolls.

SKILLS TABLE

A Shaman has access to the following skills:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Mystic
-	-	Primary	Secondary	-	Secondary	-	-	Primary

EQUIPMENT

A Shaman can equip weapons and wargear from the Shaman equipment list:

- Throughout a campaign, a Shaman can acquire more weapons and wargear from this list and the Trading Post.
- There are no limitations on weapon choices for a Shaman; all weapon types are open for selection.

SHAMAN EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Reclaimed autogun10
- Shotgun w/ solid & scatter
ammo 30
- Stub cannon 20

PISTOLS

- Autopistol10
- Hand flamer 75
- Laspistol 10
- Stub gun5
 - Dumdum rounds +5

SPECIAL WEAPONS

- Flamer 140
- Meltagun 135
- Plasma gun100

HEAVY WEAPONS

- Heavy bolter160
- Heavy flamer 195
- Heavy stubber130
- Multi-melta 180

CLOSE COMBAT

WEAPONS

- Axe 10
- Chainsword25
- Chainaxe 35
- Cleaver 20
- Flail 20
- Fighting knife15
- Heavy club 15
- Maul (club)10
- Shock whip 25
- Two-handed axe25

WARGEAR

GRENADES

- Frag grenades30
- Krak grenades45
- Plasma grenades65
- Smoke grenades 15

ARMOUR

- Flak armour10
- Mesh armour15

PERSONAL EQUIPMENT

- Armoured undersuit 25
- Bio-booster 35
- Cult icon40
- Drop rig10
- Filter plugs10
- Photo-goggles 35
- Respirator 15
- Strip kit 15

WEAPON ACCESSORIES

- Telescopic Sight 25



VANGUARD (PROSPECT) - 40 CREDITS

Among the hopeful youths seeking to prove themselves worthy, the Vanguard is a symbol of untamed potential. With an eagerness to learn and a fierce determination to rise above their status, they strive to embody the primal essence that defines their warband. The Vanguard's eyes are alight with a fire that burns with the yearning for self-discovery, ready to embrace the challenges that lie ahead.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	5+	4	3	1	5+	1	9+	8+	8+	9+

Starting Skills: None.

Special Rules: Gang Fighter (Prospect), Tools of the Trade, Promotion (Marauder or Shaman), Hot-headed, Fast Learner, Animal Instincts.

SKILLS TABLE

A Vanguard has access to the following skills:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Wildness
-	Primary	-	Secondary	Secondary	-	-	-	-

EQUIPMENT

A Vanguard can equip weapons and wargear from the Vanguard equipment list:

- Throughout a campaign, a Vanguard can acquire more weapons and wargear from this list and the Trading Post.
- A Vanguard can only carry weapons selected from this list, or from the Pistols and Close Combat Weapons categories in the Trading Post.

VANGUARD EQUIPMENT LIST

WEAPONS

PISTOLS

- Autopistol 10
- Laspistol 10
- Stub gun 5
 - Dumdum rounds +5

SPECIAL WEAPONS

- Plasma gun 100

CLOSE COMBAT WEAPONS

- Axe 10
- Chainsword 25
- Chainaxe 35
- Flail 20
- Fighting knife 15
- Maul (club) 10

WARGEAR

GRENADES

- Frag grenades 30
- Krak grenades 45
- Smoke grenades 15

ARMOUR

- Flak armour 10

PERSONAL EQUIPMENT

- Armoured undersuit 25
- Bio-booster 35
- Filter plugs 10



STRIDER (GANGER) - 60 CREDITS

Striders are experienced members of the gang, skilled in both combat and survival. They are a whirlwind of savage strikes and guttural roars, driven by a primal urge to conquer and claim dominion over their foes. Their loyalty and tenacity make them valuable assets to the gang's endeavours.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	4	4	1	5+	1	9+	5+	8+	8+

Starting Skills: None.

Special Rules: Gang Fighter (Ganger), Promotion (Strider Specialist), Tools of the Trade (Strider Specialist only).

At gang creation: one Strider can be promoted to Strider Specialist and be granted Tools of the Trade.

SKILLS TABLE

A Strider has access to the following skills:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Wildness
-	Primary	Primary	Secondary	Secondary	-	-	-	-

EQUIPMENT

A Strider and Strider Specialist can equip weapons and wargear from the Strider equipment list:

- Throughout a campaign, a Strider and a Strider Specialist can acquire more weapons and wargear from this list and the Trading Post.
- A Strider can only carry weapons selected from this list, or from the Basic Weapons, Pistols and Close Combat Weapons categories in the Trading Post.
- There are no limitations on weapon choices for a Strider Specialist; all weapon types are open for selection.

STRIDER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Reclaimed autogun10
- Shotgun w/ solid & scatter
ammo 30
- Stub cannon 20

PISTOLS

- Autopistol10
- Hand flamer 75
- Laspistol 10
- Stub gun5
 - Dumdum rounds +5

SPECIAL WEAPONS

- Flamer 140
- Meltagun 135
- Plasma gun 100

HEAVY WEAPONS

- Heavy bolter160
- Heavy flamer 195
- Heavy stubber 130
- Multi-melta 180

CLOSE COMBAT WEAPONS

- Axe 10
- Chainsword 25
- Chainaxe 35
- Cleaver 20
- Flail 20
- Fighting knife15
- Heavy club 15
- Maul (club) 10
- Shock whip 25
- Two-handed axe25

WARGEAR

GRENADES

- Frag grenades30
- Krak grenades45
- Plasma grenades65
- Smoke grenades 15

ARMOUR

- Flak armour10
- Mesh armour15

PERSONAL EQUIPMENT

- Armoured undersuit 25
- Bio-booster 35
- Drop rig10
- Filter plugs 10
- Photo-goggles 35
- Respirator 15
- Strip kit 15

WEAPON ACCESSORIES

- Telescopic Sight 2



WHELP (JUVE) - 40 CREDITS

Whelps are the youngest members of the pack, eager to prove themselves. Armed with youthful energy and a burning desire to prove themselves, the whelps charge into battle with a fervour that mirrors the very core of the warband's spirit. In their every action, they seek to honour the legacy of their ancestors and to forge their own path within the ranks of the Horned Beasts.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	5+	4	4	1	5+	1	9+	7+	9+	9+

Starting Skills: None.

Special Rules: Gang Fighter (Juve), Promotion (Strider Specialist), Fast Learner.

SKILLS TABLE

A Whelp has access to the following skills:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Wildness
-	Primary	-	Secondary	Secondary	-	-	-	-

EQUIPMENT

A Whelp can equip weapons and wargear from the Whelp equipment list:

- Throughout a campaign, a Whelp can acquire more weapons and wargear from this list and the Trading Post.
- A Whelp can only carry weapons selected from this list, or from the Pistols and Close Combat Weapons categories in the Trading Post.

WHELP EQUIPMENT LIST

WEAPONS

PISTOLS

- Autopistol10
- Stub gun5
 - Dumdum rounds +5

CLOSE COMBAT

WEAPONS

- Axe 10
- Cleaver 20
- Flail 20
- Fighting knife15
- Maul (club) 10

WARGEAR

GRENADES

- Frag grenades30
- Krak grenades45
- Smoke grenades 15

ARMOUR

- Flak armour10
- Mesh armour 15

PERSONAL EQUIPMENT

- Armoured undersuit 25
- Drop rig10
- Filter plugs10
- Respirator 15



0-1 MINOTAUR (BRUTE) - 220 CREDITS
(AVAILABLE ONLY TO THE HORNED BEASTS PACKS)

The Minotaurs are formidable Brutes that embody the raw power and ferocity of their bestial heritage. Towering over their fellow gang members, these hulking creatures are armed with massive gore-forged axes that can cleave through enemies with ease. Their intimidating presence alone fuels the fury of their allies, making them a force to be reckoned with on the battlefield.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	6+	5	5	3	4+	3	7+	7+	7+	7+

Starting Skills: Bull Charge, Fearsome.

Wargear: Gore-Forged Axe: A brutal melee weapon. S: +2, AP: -1, D: 2.

Special Rules: Animal Instincts, Furious Charge, Rage-Inflaming Aura.

SKILL TABLE

A Minotaur has access to the following skills:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Wildness
-	Secondary	-	-	Primary	-	-	-	Secondary

Rage-Inflaming Aura

The Minotaur's mere presence exudes an aura of seething hostility, igniting a fire of anger and determination within its allies.

Friendly fighters within 6" of the Minotaur gain a +1 bonus to their Strength characteristic.

Feral Hunger

The Minotaur's unrelenting hunger for flesh ignites a feral frenzy within, empowering it with untamed vigour. As its foes fall before its onslaught, its appetite for carnage grows, driving it to even greater feats of savage brutality.

When a Minotaur Brute takes an enemy fighter Out of Action, the Minotaur gains a Feral Carnage token. Each token grants the Minotaur +1 Attack. If subsequently the Minotaur suffers a Flesh Wound, remove all their Feral Carnage tokens.



WILDNESS SKILLS

The Horned Beasts follow a path of primal connection, embracing their ancestral ties to the wild and ferocious world. In their pursuit of unbridled power, the chosen few rise as champions of wildness, embodying the very essence of their horned ancestors. These unique skills are a testament to their unyielding commitment to tapping into their inner beast, setting them apart as fearsome warriors even among the deepest parts of the slums.

Wildness skills are the hallmark of the Horned Beasts, a select few who have proven their worth through acts of raw strength, unyielding determination, and an unwavering connection to the beast inside them. These skills exemplify their savage nature, allowing them to unleash their primal fury upon their enemies and blaze a trail of devastation across the underhive.

1. PRIMAL ROAR

The fighter's feral shout unnerves enemies. When this fighter makes a Charge action, roll a D6. On a 4+, one enemy fighter within 8" of the charging fighter must immediately take a Nerve test or become Broken.

2. RAMPAGE

The fighter's thirst for blood grows with each successful strike. After this fighter makes a melee attack that successfully wounds an enemy fighter, they may immediately make an additional melee attack against the same target. This additional attack does not benefit from any modifiers or abilities and cannot trigger other abilities.

3. BLOODLUST

The fighter's thirst for battle is insatiable. When this fighter takes an enemy fighter Out of Action in melee, they gain an additional Action (Simple or Basic) immediately after the current action is resolved.

4. WILD LEAP

The fighter's animalistic reflexes allow them to move unpredictably. When making a Charge action, this fighter may attempt to Leap as part of the charge. Roll a D6; on a 3+, they may move an additional 2".

5. RUTHLESS HUNTER

The fighter's predatory instincts are honed to perfection, allowing them to exploit weaknesses in their foes' defences. When making a melee attack against an enemy that has Flesh Wounds (has 1 or more Flesh Wounds), this fighter adds +1 to their hit rolls.

6. RAVENOUS HUNGER

The fighter's hunger for battle fuels their ferocity. Whenever this fighter takes an enemy fighter Out of Action, they regain 1 lost Wound or 1 Flesh Wound.



ANCESTRAL BOND

The Horned Beasts believe in an ancient spiritual connection between their warriors and their bestial ancestors. Those spirits are revered as a source of strength and guidance. This bond is nurtured through rituals and rites that infuse their fighters with the essence of these spirits, embodying their primal qualities and embracing their inherent power. Each essence, drawn from the spirits of animals that once roamed the world, bestows upon the fighter a unique set of abilities and attributes, blending the physical and the spiritual into a harmonious unity.

Known as the Ancestral Bond, this practice not only enhances their combat prowess but also deepens their spiritual connection with the world. As the ritual unfolds and the bond is formed, the fighter becomes a vessel for the legacy of the horned beasts, forever transformed by their untamed essence.

To undergo the Ancestral Bond ritual, a fighter must prove themselves worthy through feats of strength, bravery, and devotion to the gang's cause. Once chosen, the fighter engages in a period of isolation and meditation, guided by the shamanistic leaders of the Horned Beasts. During this time, they connect with the spirits of a particular revered beast, forging a lasting bond that becomes an integral part of their being.

ANCESTRAL BOND RITUAL

The Ancestral Bond ritual is a sacred rite that can only be undertaken once by each Horned Beast fighter. The profound communion with the horned animal spirits leaves an indelible mark on the fighter's essence, rendering them forever connected to the chosen essence. This deep-seated connection precludes any further attempts to forge additional bonds through the ritual, as the spiritual harmony achieved is a unique and unrepeatable occurrence.

1. **Spiritual Communion:** When a fighter is chosen to undergo the Ancestral Bond ritual, they embark on a spiritual journey to commune with the essence of a chosen horned animal. This connection is lifelong and signifies the fighter's devotion to embodying the animal's attributes.
2. **Harmonious Fusion:** The fighter's inner spirit resonates with the essence of the horned animal, resulting in a harmonious fusion of strengths. This synergy manifests in the form of enhanced physical and spiritual capabilities.

HORNED ANIMAL ESSENCES

Once a fighter has undergone an ancestral bond ritual and has gained an animal essence, adjust its cost by +30 credits. Fighters can't change the essence they have bound themselves to. They also can't undergo that ritual again.

Ram's Resilience: The fighter harnesses the enduring spirit of the ram, increasing their Toughness characteristic by 1 and allowing them to re-roll failed rolls to recover from flesh wounds.

Goat's Agility: The fighter channels the agile nature of the goat, increasing their Initiative characteristic by 1 and gaining the ability to ignore penalties for moving through difficult terrain.

Bison's Strength: The fighter taps into the raw power of the bison, increasing their Strength characteristic by 1 and allowing them to re-roll one failed wound roll when attempting a reaction attack in close combat.

Antelope's Grace: The fighter attunes to the graceful movement of the antelope, increasing their Movement characteristic by 1 and gaining the ability to re-roll initiative tests when attempting to Jump Down or to jump over Leaping gaps.

MYSTIC DISCIPLINE

The Shamans of the Horned Beasts draw their power from the primal spirits of the past world, channelling the essence of horned animals to shape reality in their favour. Through their connection to these spirits, they gain insight into the mysteries of the underhive and harness magical abilities known as wyrd powers. These powers enable them to manipulate the flow of battle, invoke blessings, and summon the forces of nature to aid their gang in times of need.

1. NATURE'S RESILIENCE (BASIC)

The shaman calls upon the ancient spirits of the wild, surrounding a fighter with an aura of protective energy bestowed by the unseen guardians of the underhive's hidden realms.

Choose a friendly fighter within 6" of range. Until the start of the shaman's next activation, the chosen fighter gains a 5+ invulnerable save against ranged attacks.

2. PRIMAL HOWL (BASIC)

The Shaman's piercing howl taps into the primal fears of their enemies, causing them to quiver and falter in the face of the shaman's animalistic power.

Select a visible enemy fighter within 12" of range. That fighter must immediately take a Nerve test. If they fail, they are Broken.

3. BEASTIAL FEROCITY (DOUBLE)

Infused with the primal energy of predators, the fighter is driven to a state of savage frenzy. Their attacks become swift and brutal as they channel the innate ferocity of the hunt, each strike delivered with the precision and power of a true apex predator.

Choose a friendly fighter within 12" range. Until the end of the round, the chosen fighter gains +1 Attack and the Furious Charge special rule.

4. FERAL GUIDANCE (BASIC)

The shaman taps into the instincts of the untamed, bestowing upon a fighter the uncanny ability to sense their prey's vulnerabilities, guided by an otherworldly intuition and determination.

Choose a friendly fighter within 12" of range. Until the end of the battle round, the chosen fighter gains +1 Movement and may re-roll once the D3" movement of a charge roll.

5. ANCESTRAL VIGOUR (DOUBLE)

Calling upon the ancient spirits of their lineage, the shaman instils within a fighter an enduring vitality. Wounds that would cripple others now heal with unnatural swiftness, and the fighter's form becomes cloaked in an ethereal shield that turns aside the most grievous blows.

Choose a visible friendly fighter within 6" of range. Until the start of the shaman's next activation, the chosen fighter gains a 5+ invulnerable save against melee attacks and recovers 1 Wound at the beginning of their activation.

6. CALL OF THE WILD (BASIC)

With a primal roar that echoes through the underhive's hidden passages, the shaman channels the essence of the wild, conjuring a burst of raw energy that ravages their enemies with nature's unbridled fury.

Choose a visible enemy fighter within 12" range. Make a ranged attack of Strength 4. For each successful hit, roll an additional ranged attack of Strength 4. Continue rolling additional ranged attacks for each successful hit, stopping after 3 successful hits.



REFERENCES & RESOURCES

These resources could be of help to any player or gamemaster to better flesh out the origin story of Horned Beasts. These are only pointers that can seem at times obvious choices but act as good reminders of must-read documentation.

HORNED BEASTS

Goats in Video Games: The Horned Beasts' Popularity Revealed
<https://leviathyn.com/88189/goats-video-games-horned-beasts-popularity-revealed/>

Goatman

[https://en.wikipedia.org/wiki/Goatman_\(urban_legend\)](https://en.wikipedia.org/wiki/Goatman_(urban_legend))

Satyr in Greek mythology

<https://en.wikipedia.org/wiki/Satyr>

Animals With Horns – Pictures & Facts On Amazing Horned Animals

<https://www.activewild.com/animals-with-horns>

SHAMANISM

General definitions

<https://en.wikipedia.org/wiki/Shamanism>

<https://www.britannica.com/topic/shamanism>