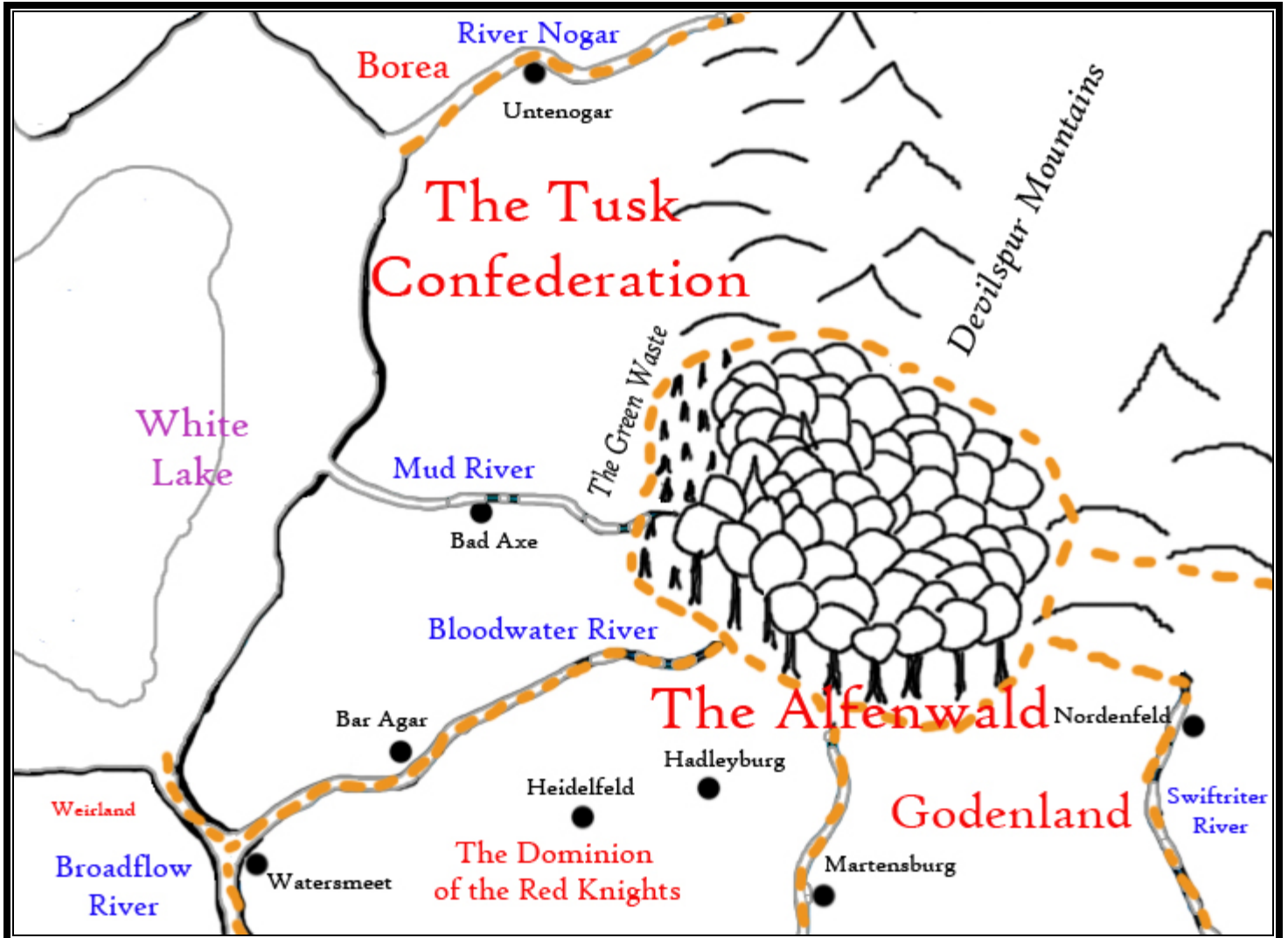


Tusk Confederation



This region was once part of the Imperial province of Hyrcania, though it was never heavily populated. When the Empire began to decline, this area was partially abandoned, only the southern half remaining within its reduced borders. Later, with the collapse of the frontiers, it was overrun by Godens and Boreans. The Godens were driven southward shortly after the fall of the Empire. Later, they returned and began building settlements. These were stripped away during the period of civil war between the Wulfen and Martel families, and Weirland took possession of the region.

Extensive settlement efforts followed, though the area was never densely populated. With the great Borean invasion of 1344 and its aftermath, the Thraciot settlers fled or were killed.

After the defeat at Oldburg and the subsequent Thraciot pursuit, the Borean armies disintegrated into revolt against the Dark Lord. Indeed, for a while it seemed that even Borea itself might be conquered. However, the initial onrush was checked and the tribes were forced south of Blackport.

Since then the frontier has stabilized. Fearful of renewed Borean attempts at conquest, the tribes established a defensive alliance known as the Tusk Confederation. Members are free to war with one another, but all band together to fight the common foe, which is more often in the north. Indeed, it is largely because of this overriding hatred and distrust of the Boreans that the Red Knights have been able to push the frontier as far back as they have.

It is also worth noting that many of the men who still reside there are of non-Thracian stock, either invaders from the east or aboriginal peoples overtaken by the tide of events. In an area so vast and remote, it is not impossible to find modest settlements of men who have dwelt there since the Age of Woe. These are known as the Drogh and have developed their own lordships to protect their interests.

The Tusk Confederation is buffeted by strong westerly winds off of White Lake. These keep it well-watered and though its winters are somewhat warmer, they are also wetter by far. A variety of crops are grown though most of the tribes tend to rely more on livestock than agriculture. Still,

even with constant banditry, the southernmost areas are reasonably orderly and produce a decent yield.

There is no well defined northern border. Instead, there is a series of fortified settlements which keep an uneasy watch on Dark Lord's domains. The largest city in that area is Ulgan, about 200 miles southeast of Blackport. Farther south lies Bad Axe, the greatest city in the area. This is where the Confederation holds its meetings and where such policies as are enacted are discussed. The eastern frontier is defined by the Devilspur Mountains and the Alfenwald. Southward the Broadflow separates the Confederation from Weirland and the Bloodwater marks the boundary with the Red Knights.

The Tusk Confederation has no central authority and therefore no national army. Each member tribe maintains its own armed force both for internal security and to defend against external threats. Banditry is common but everywhere illegal--unless your tribe happens to be sponsoring it. Tribes regularly enslave each other and the only cause that unites them is fear of external attack. For this reason the Tusk Confederation also styles itself the "Free Boreans," a title particularly hateful to their northern neighbors.

This decentralized command structure tends to make Confederation armies somewhat fragmented and ineffective, but this is often compensated for by their numbers and ferocity.

Army Special Rule: Bred for War

The following special rules apply to Guruks and Yagurs:

Wide Stance

While Boreans are about the same size as humans, they have longer arms and tend to fight in a more open style. Their wider bases to reflect the frontage they take up.

Watch 'em Run!

Boreans ignore the rout of other friendly units in close combats. To Boreans, the flight of other friendly units is a source of amusement, not a reason for panic.

Hard Charging

Boreans are particularly terrifying on the attack with their crazy battle cry and all. To reflect this, charging Borean units add an additional AP 1 on the first phase of the combat. This is combined with whatever other weapons, thus charging Boreans armed with great weapons will have AP 3 on the first phase.

Army Special Rule: Gitling Pride!

The gitlings of the Tusk Confederation have achieved the rare feat of self-rule. This makes the gitlings enormously proud and much more willing to die to preserve their precious independence. All gitling units are therefore Unshakable.

Army Special Rule: United by Hatred

The Tusk Confederation was created out of fear of the Dark Lord and the Thraciots. Beyond this necessity, there is no love lost between the member nations. To reflect this, characters may only join units of the same racial type, i.e. Boreans with Boreans, humans with humans, etc.

Army Special Rule: Tribal Organization

Tusk Confederation armies lack the unified command structures of other nations. Instead, the army is essentially a coalition of allied tribes.

To reflect this, each race within a Tusk Confederation army must have a character to serve as its tribal leader. Thus, if an army has gitling, Borean, ogre and/or Drogh units, it must have at least one gitling, Borean (Yagur or Guruk) ogre and/or Drogh character. These characters will provide the standard Army Commander leadership bonus to Morale and Command Table rolls, but only to their "tribe." In order to claim victory points for killing the army commander, at least half of these tribal chiefs must be killed.

Borean Characters

Yagur Lord

The Yagurs of the Tusk Confederation are fiercely independent and the lords of this race usually dominate several tribes.

Character on foot 130 points

MS	SS	SV	W	AT	MV	ML
6	2	0	4	3	4	A

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 3 magic items.

Yagur Chieftain

For many Yagurs, the path to lordship begins by leading a raiding party in a larger army. Yagur chieftains are ruthless both on and off the battlefield.

Character on foot 80 points

MS	SS	SV	W	AT	MV	ML
5	2	0	3	2	4	A

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 2 magic items.

Guruk Lord

Guruks particularly enjoy the freedom accorded them in the Confederation and many tribes are built upon hostility to Yagurs and Humans alike.

Character on foot 100 points

MS	SS	SV	W	AT	MV	ML
5	2	0	4	3	4	B

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 2 magic items.

Guruk Chieftain

The backbone of the Guruk armies are its experienced and battle-wise chieftains.

Character on foot 55 points

MS	SS	SV	W	AT	MV	ML
4	2	0	3	2	4	B

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, one magic item.

Human Characters

Guruk Brute

The decentralized organization of the Confederation means there is no shortage of potential leaders.

Character on foot **40 points**

MS	SS	SV	W	AT	MV	ML
4	2	0	2	2	4	C

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory.

Guruk Shaman

Boreans are famously poor at magic, but the shamans of the Tusk Confederation have created a fusion of mystic power and random ritual that sometimes produces results.

Character on foot **55 points**

MS	SS	SV	W	AT	MV	ML
3	2	0	2	2	4	C

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory. May not upgrade to Master.

Drogh Lord

The Drogh are a primitive and proud people that never submitted to the Dark Lord and refuse to acknowledge the Younger Gods. Their greatest leaders are respected warriors in the Confederation.

Character on foot **80 points**

MS	SS	SV	W	AT	MV	ML
5	3	0	3	2	4	A

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, one magic item. May have a javelin for +30 points. May ride in a chariot for +110 points.

Drogh Chieftain

Though smaller in stature than the Boreans, Drogh leadership are respected as much for their cleverness and cunning as their martial prowess.

Character on foot **55 points**

MS	SS	SV	W	AT	MV	ML
4	2	0	2	2	4	B

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, one magic item. May have a javelin for +20 points. May ride in a chariot for +110 points.

Drogh First Man

The First Man is the best warrior in a given tribe, and likely to become a chief in his own right.

Character on foot **40 points**

MS	SS	SV	W	AT	MV	ML
4	2	0	2	2	4	C

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, one magic item. May have a javelin for +20 points. May ride in a chariot for +110 points.

Renegade Wizard

Though lacking in centers of learning, the Tusk Confederation does provide a haven for outlaw spellcasters.

Character on foot **55 points**

MS	SS	SV	W	AT	MV	ML
2	2	0	2	1	4	D

Equipment: Hand weapon.

Options: Up to 3 magic items. May not wear armor and cast spells. May upgrade to Master for 44 points. May ride in a chariot for +110 points.

Gitling Characters

Gitling King-Emperor

The virtually unparalleled influence of gitlings within the Tusk Confederation has had the unfortunate side effect of giving their leaders a somewhat grand sense of their own dignity.

Character on foot **55 points**

MS	SS	SV	W	AT	MV	ML
4	1	0	3	2	4	C

Equipment: Hand weapon

Options: Any armor and melee weapons from the Armory, one magic item.

Gitling Baron-Lord

Gitling society has developed an elaborate etiquette around such key elements of gitling society as nose-blowing, flatulence-smekling, and, perhaps most importantly, spoon-licking.

Character on foot **45 points**

MS	SS	SV	W	AT	MV	ML
3	1	0	2	2	4	C

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory.

Gitling Sharpshooter-Duke

Sometimes known as Assassin-Marksman, gitling marksmen have actually been known to hit their targets.

Character on foot **45 points**

MS	SS	SV	W	AT	MV	ML
2	2	0	2	2	4	D

Equipment: Short bow.

Options: Any armor and melee weapons from the Armory.

Gitling Vassal-Knight

The qualifications for gitling nobility are somewhat mysterious, but rumors that it involves having more teeth than fingers have been proven false based upon the simple fact that gitlings cannot count higher than two.

Character on foot **30 points**

MS	SS	SV	W	AT	MV	ML
2	1	0	2	2	4	D

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory.

Gitling Shaman

No one is sure how gitling magic works, but sometime it does – much to the surprise of the caster!

Character on foot **20 points**

MS	SS	SV	W	AT	MV	ML
2	1	0	2	2	4	D

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory.

Awful: Gitling shamans are truly awful at magic. All casting die rolls are at -1 as are their countermagic rolls. Needless to say, they can't even *consider* being Masters.

Ogre Characters

Ogre Lord

Ogre lords in the Tusk Confederation are even more brutal and confident than their neighbors to the north.

Monster Character on foot **190 points**

MS	SS	SV	W	AT	MV	ML
6	1	6	5	4	6	A

Equipment: Hand weapon (AP 1) and any armor and melee weapons from the Armory, up to two magic items.

Special Rules: Strong, Tough. To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.

Ogre Chieftain

Ogre Chieftains are only slightly less terrifying.

Monster Character on foot **115 points**

MS	SS	SV	W	AT	MV	ML
5	1	6	4	3	6	B

Equipment: Hand weapon (AP 1) and any armor and melee weapons from the Armory, one magic item.

Special Rules: Strong, Tough To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.

TUSK CONFEDERATION ARMORY

Characters may be outfitted from one choice on each of the following lists.

Armor

Item	Cost	Effect
Shield	3	6+ save
Light armor	3	6+ save
Light armor and shield	5	5+ save
Heavy armor	5	5+ save
Heavy armor and shield	8	4+ save
Wolf	3	6+ save, 9" move
Light armor and wolf	5	5+ save, 9" move
Light armor, shield and wolf	8	4+ save, 9" move
Heavy armor and wolf	8	4+ save, 9" move
Heavy armor, shield and wolf	10	3+ save, 9" move
Warhorse	3	6+ save, 8" move
Barded Warhorse	5	5+ save, 7" move
Light armor and warhorse	5	5+ save, 8" move
Light armor and barded warhorse	8	4+ save, 7" move
Light armor, shield and warhorse	8	4+ save, 8" move
Light armor, shield and barded warhorse	10	3+ save, 7" move
Heavy armor and warhorse	8	4+ save, 8" move
Heavy armor, shield and warhorse	10	3+ save, 8" move
Heavy armor, shield and barded warhorse	15	2+ save, 7" move

Notes: Ogres and Boreans may **not** ride wolves. Ogres, Boreans and gitlings may **not** ride warhorses.

Melee Weapons

Item	Cost	Effect	Shield?
Mace	5	AP 1	Yes
Great Weapon	5	AP 2	No
Lance	5	AP 2 on charge	Yes
Spear	5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	15	Adds 1 attack	No
Pike	5	AP 1, AP 2 if set	No

Borean Units

Yagur Swordsmen

Yagurs in the Tusk Confederation lack the equipment of their northern counterparts, but they remain deadly enemies.

20 models **160 points**
+4 points each max. 40 models

MS	SS	SV	W	AT	MV	ML
4	2	5	1	1	4	C

Equipment: Light armor, shield, hand weapon.

Yagur Smashers

Even the valiant Red Knights think twice about charging a unit of Yagurs armed with great weapons.

20 models **200 points**
+5 points each max. 40 models

MS	SS	SV	W	AT	MV	ML
4	2	5	1	1	4	C

Equipment: Light armor, shield, great weapon.

Yagur Rippers

The most violent Yagurs fight with two hand weapons, making them ferocious and deadly opponents.

20 models **220 points**
+5.5 points each max. 40 models

MS	SS	SV	W	AT	MV	ML
4	2	6	1	2	4	C

Equipment: Light armor, two hand weapons (AT reflects this).

Guruk Swordsmen

The Tribal Boreans in the Tusk Confederation have low discipline and are prone to panic if the battle goes poorly.

20 models **120 points**
+3 points each max. 40 models

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	4	D

Equipment: Light armor, shield, hand weapon.

Guruk Spears

More than a century of combat with the Red Knights has taught the Boreans the value of the spear against cavalry.

20 models **160 points**
+4 points each max. 40 models

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	4	D

Equipment: Light armor, pike.

Guruk Archers

5 models **45 points**
+9 points each max. 12 models

MS	SS	SV	W	AT	MV	ML
3	2	6	1	1	4	D

Equipment: Short bow, light armor, hand weapon.

Drogh Units

Drogh Swordsmen

The Drogh are humans who have rejected the Thraciot gods, and live by their own rules. Their warriors tend to use crude but effective equipment.

20 models **180 points**
+4.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	2	5	1	1	4	C

Equipment: Light armor, shield, javelin, hand weapon.

Drogh Flails

Many Drogh weapons are farm implements that have been adapted and shaped through constant warfare. Thus, the Drogh were quick to appreciate the effectiveness of the flail both on the farm and in battle.

20 models **200 points**
+5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	4	C

Equipment: Light armor, shield, flail.

Drogh Slingers

The Drogh disdain arrows in favor of the more ancient and primitive sling. Even so, they are effective missile troops.

5 models **50 points**
+10 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
2	3	6	1	1	4	C

Equipment: Sling, light armor, hand weapon.

Special Rule: Skirmishers.

Drogh Cavalry

The Drogh have no chivalric tradition, and use their cavalry to harass and disorder the enemy rather than for impacts.

5 models **130 points**
+13 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	3	4	1	1	8	C

Equipment: Light armor, shield, javelin, warhorse.

Special Rule: Skirmishers.

Drogh Chariot

The Drogh are one of the few races who still use chariots. The open terrain of the Confederation particularly favors the use of such vehicles.

1 model **110 points**

MS	SS	SV	W	AT	MV	ML
3	3	4	2	2	7	C

Equipment: Light armor, shield, javelin, warhorse.

Gitling Units

Gitling Swordsmen

This has made them better equipped and (slightly) more dangerous adversaries on the battlefield.

20 models **100 points**
+2.5 points each max. 40 models

MS	SS	SV	W	AT	MV	ML
2	1	5	1	1	4	D

Equipment: Light armor, hand weapon, shield.

Gitling Spearmen

Though their armor is poor and their weapons crude, gitling spearmen are formidable defensive unit.

20 models **120 points**
+3 points each max. 40 models

MS	SS	SV	W	AT	MV	ML
2	1	6	1	1	4	D

Equipment: Light armor, hand weapon, spear

Gitling Archers

Gitlings from the Tusk Confederation are likewise better archers than their northern cousins.

5 models **35 points**
+7 points each max. 12 models

MS	SS	SV	W	AT	MV	ML
2	2	0	1	1	4	D

Equipment: Short bow, hand weapon.

Gitling Wolf Archers

Gitlings often use wolves as mounts for their archers, allowing them to create fast-moving scout units perfected suited to feel out enemy weak points and exploit them.

5 models **100 points**
+10 points each max. 12 models

MS	SS	SV	W	AT	MV	ML
2	2	5	1	1	9	D

Equipment: Light armor, short bow, hand weapon.

Special Rule: Skirmishers.

Gitling Wolf Lancers

The closest thing to a shock element in the gitling army, wolf lancers are ideally suited to devastating flank charges that can discomfit even hardened warriors.

5 models **80 points**
+8 points each max. 12 models

MS	SS	SV	W	AT	MV	ML
2	1	4	1	1	9	D

Equipment: Light armor, shield, lance.

Special Rule: **Little Gits.** Because of their smaller size, Goblin lancers have only AP 1 if they charge.

Gitling Wolf Chariot

Gitlings have also discovered that the gentle slopes and green plains of the Confederation make for excellent chariot country.

1 model **70 points**

MS	SS	SV	W	AT	MV	ML
2	1	4	1	1	9	D

Equipment: Light armor, shield.

Ogre Units

Ogre Slashers

While boasting superior leaders, the ogres of the Tusk Confederation are individually fiercer and less disciplined than those in the north.

3 monster models **180 points**
+30 points each max. 6 models

MS	SS	SV	W	AT	MV	ML
4	2	5	2	2	6	C

Equipment: Light armor, two hand weapons (AP 1), throwing rock.

Special Rules: Tough, Strong. To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.

Throwing Rock: Ogres from the Tusk Confederation have a habit of throwing rocks, logs or anything else in reach (such as gitlings). These are treated as throwing axes and are AP 1.

Ogre Crushers

These brutes have been the bane of many heavily-armored troops.

3 monster models **150 points**
+25 points each max. 6 models

MS	SS	SV	W	AT	MV	ML
4	2	5	2	2	6	C

Equipment: Light armor, great weapon (AP 3), throwing rock.

Special Rules: Tough, Strong. To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.

Throwing Rock: Ogres from the Tusk Confederation have a habit of throwing rocks, logs or anything else in reach (such as gitlings). These are treated as throwing axes and are AP 1.

Ogre Stompers

Some ogres prefer to fight with the traditional ogre-ish weapons of tree trunk and barn door.

3 monster models **170 points**
+29 points each max. 6 models

MS	SS	SV	W	AT	MV	ML
4	2	4	2	2	6	C

Equipment: Light armor, shield, mace (AP 2), throwing rock.

Special Rules: Tough, Strong. To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.

Throwing Rock: Ogres from the Tusk Confederation have a habit of throwing rocks, logs or anything else in reach (such as gitlings). These are treated as throwing axes and are AP 1.

Stone Trolls

Stone trolls are dim-witted but powerful. Usually only ogres have the strength to control them, but they will sometimes serve other masters in exchange for a hearty meal.

3 monster models **130 points**
+22 points each max. 6 models

MS	SS	SV	W	AT	MV	ML
3	0	3	2	2	6	C

Equipment: Stone skin, sharp claws, ravenous hunger.

Special Rules: Stone Skin. Stone Trolls have a base save of 3+ from their pebbly hides.

Sharp Claws: Trolls fight with both hands, giving them an extra attack.

Ravenous Hunger: Trolls swallow what they kill whole, whether or not it's wearing armor. Infantry using 25mm bases or smaller receive no save against trolls. Cavalry and monsters save normally.

Idiots. Stone Trolls are stone stupid, as the saying goes. At the start of each turn the owning player must first roll on the Command Table for each stone troll unit. Success indicates that the player may move, charge, etc. that freely for that turn. Failure causes the unit to remain in place, scratching itself. Trolls engaged in melee combat need not roll – they will fight normally.

Swamp Trolls

Swamp trolls are smellier, rubbery versions of stone trolls.

3 monster models

160 points

+27 points each max. 6 models

MS	SS	SV	W	AT	MV	ML
3	0	5	2	2	6	C

Equipment: Slimy skin, sharp claws, ravenous hunger.

Special Rules: Slimy Skin. Stone Trolls have a base save of 5+ from their slimy hides.

Sharp Claws: Trolls fight with both hands, giving them an extra attack.

Ravenous Hunger: Trolls swallow what they kill whole, whether or not it's wearing armor. Infantry using 25mm bases or smaller receive no save against trolls. Cavalry and monsters save normally.

Idiots: Swamp trolls are smart as the pond scum that spawned them. At the start of each turn the owning player must first roll on the Command Table for each swamp troll unit. Success indicates that the player may move, charge, etc. that freely for that turn. Failure causes the unit to remain in place, scratching itself. Trolls engaged in melee combat need not roll – they will fight normally.

The Stink: Swamp trolls smell absolutely awful. Treat them as **Creepy**.