

Wargames Unlimited Presents

THE GROWLERS

An Army List For No Quarter



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The Fantasy Battles Miniatures Wargame

Razorback Growlers

Growlers in Genayria are located in the dense primordial rainforests of the equatorial regions. Growlers are warm-blooded, bipedal and big! A fully grown male Growler stands approximately three to four meters tall, and weighs in at over two thousand kilograms, nearly all of it dense muscle and bone.

It is thought that Growlers evolved on a distant world but by using the Ryft Gates, they have come to inhabit and thrive in the rain forest of Genayria. A Growler's arms are substantially longer than their legs and this is a key feature in their tree dwelling nature enabling them to swing like large apes between the mighty trees of the Genayrian rainforest.



There are only four main Growler breeds; Razorbacks, Bluefangs, Whitetusks and Fireguts. Razorbacks are the most numerous but the lesser breeds are not to be taken lightly.

Growler hides are very tough and can vary in colour enormously with just about any combination being found. The most mature of Growlers will also develop some body hair but this is generally limited to Chieftains.

Growlers will often come into contact with the other races of Genayria as their natural curiosity causes them to leave their rainforests and explore the distant horizons.

Composition

One Elite until per two Core units.
One Support unit per two Core units.

A Chieftain or Elder Bull must be taken as the army General.



Chieftain

Individual

The Chieftain is the biggest baddest Growler in the pack. Through sheer strength, he keeps the rest of the pack in line.



| Name | AC | RA | CC | ST | T | W | CO |
|---------------|---|----|----|----|---|---|----|
| Chieftain | 12 | 2 | 7 | 6 | 7 | 3 | 8 |
| Weapons | Claws (UC3, ST+0) Jaws (UC5, ST+2) | | | | | | |
| Armour | Toughened Hide (AR5) | | | | | | |
| Special Rules | Extra Attack (x3), Unerring Double Time, Leap, Large Model | | | | | | |
| Structure | Individual | | | | | | |
| Points Cost | 137 points | | | | | | |

Bull Elder

Individual

A Bull Elder is the pretender to the pack throne. One day an Bull Elder will challenge the Chieftain for leadership, the duel will be to the death.



| Name | AC | RA | CC | ST | T | W | CO |
|---------------|---|----|----|----|---|---|----|
| Elder Bull | 12 | 2 | 6 | 6 | 6 | 3 | 8 |
| Weapons | Claws (UC3, ST+0) Jaws (UC5, ST+2) | | | | | | |
| Armour | Toughened Hide (AR4) | | | | | | |
| Special Rules | Extra Attack (x3), Unerring Double Time, Leap, Large Model | | | | | | |
| Structure | Individual | | | | | | |
| Points Cost | 117 points | | | | | | |

Bull

Elite

In the most part, Growler Bulls operate alone, but in some cases a few have been known to band together and operate as a small and highly effective unit.



| Name | AC | RA | CC | ST | T | W | CO |
|---------------|---|----|----|----|---|---|----|
| Bull | 12 | 2 | 6 | 6 | 6 | 2 | 7 |
| Weapons | Claws (UC3, ST+0) Jaws (UC5, ST+2) | | | | | | |
| Armour | Toughened Hide (AR4) | | | | | | |
| Special Rules | Extra Attack (x2), Unerring, Double Time, Leap, Large Model | | | | | | |
| Structure | 1 to 3 | | | | | | |
| Points Cost | 103 points | | | | | | |

One Horn "Grey Back"

Leader

The most mature of the One Horns will rise to the position of Grey Back. This is a position of leadership within the One Horn hierarchy. The Grey Back will lead the One Horns following the orders of the Chieftain.



| Name | AC | RA | CC | ST | T | W | CO |
|---------------|---------------------------------------|----|----|----|---|---|----|
| Grey Back | 12 | 2 | 6 | 5 | 5 | 2 | 7 |
| Weapons | Claws (UC3, ST+0) Jaws (UC5, ST+2) | | | | | | |
| Armour | Toughened Hide (AR3) | | | | | | |
| Special Rules | Extra Attack (x2) Double Time | | | | | | |
| Structure | 1 per One Horn unit | | | | | | |
| Points Cost | 71 points | | | | | | |

One Horn "Juvenile"

Core

If a Pup survives long enough to mature, it will become a One Horn. These operate in loose groups usually of 3 to 5 One Horns and can take down almost any foe.



| Name | AC | RA | CC | ST | T | W | CO |
|---------------|---------------------------------------|----|----|----|---|---|----|
| Juvenile | 12 | 2 | 5 | 5 | 5 | 2 | 6 |
| Weapons | Claws (UC3, ST+0) Jaws (UC5, ST+2) | | | | | | |
| Armour | Toughened Hide (AR3) | | | | | | |
| Special Rules | Extra Attack (x2) Double Time | | | | | | |
| Structure | 2 to 4 | | | | | | |
| Points Cost | 66 points | | | | | | |

Note: One Horns are counted as Core models although their points value exceeds the normal limit for Core models. Growlers do not have a large model range to draw upon and the One Horns and Pups form the backbone of core models in a Growler force.

Pups

Core

The youngest of the Growlers are the Pups. They may be small, but they are all very effective in large numbers. They tend to swarm their opponents and overwhelm by sheer weight of numbers.

| Name | AC | RA | CC | ST | T | W | CO |
|---------------|-------------------|----|----|----|---|---|----|
| Pups | 12 | 2 | 5 | 4 | 4 | 1 | 4 |
| Weapons | Claws (UC3, ST+0) | | | | | | |
| Armour | None | | | | | | |
| Special Rules | Double Time | | | | | | |
| Structure | 4+ | | | | | | |
| Points Cost | 35 points | | | | | | |

Momma

Support

A Growler Momma will often accompany her Pups where ever they go. When a Chieftain calls it's pack to defend its territory, the Pups will blindly follow. If they make enough noise, the Momma will also follow.



| Name | AC | RA | CC | ST | T | W | CO |
|---------------|--|----|----|----|---|---|----|
| Momma | 12 | 2 | 5 | 5 | 5 | 2 | 7 |
| Weapons | Claws (UC3, ST+0) Jaws (UC5, ST+2) | | | | | | |
| Armour | Toughened Hide (AR3) | | | | | | |
| Special Rules | Extra Attack (x2) Double Time, Large Model | | | | | | |
| Structure | Individual | | | | | | |
| Points Cost | 67 points | | | | | | |

Razorfang

Character

Few Growlers ever rise to the position of Chieftain, fewer still remain at that position before they are challenged by an upstart Bull. Razorfang is the exception to the normal rule, he has lead his pack for many years and fought many battles.

Razorfang is a truly massive creature, his hand span is estimated at 2 meters.



| Name | AC | RA | CC | ST | T | W | CO |
|---------------|--|----|----|----|---|---|----|
| Razorfang | 12 | 2 | 8 | 8 | 7 | 6 | 8 |
| Weapons | Claws (UC3, ST+0) Jaws (UC5, ST+2) | | | | | | |
| Armour | Toughened Hide (AR6) | | | | | | |
| Special Rules | Fear (3), Extra Attack (x4), Double Time, Leap, Large Model | | | | | | |
| Structure | Unique Character | | | | | | |
| Points Cost | 259 points | | | | | | |



Growler Breed Variations

Other Growler breeds exist, some are very different from the Razorback Growlers detailed in this army list. Among those models available are the Bluefangs and the Whitetusks. These breed variations have some slightly different profile characteristics to reflect the attributes associated with the breed.

Provisionally, these changes are as follows:

- Bluefang Bulls gain +1 Toughness but lose 1 Action due to their excessive size.
- Whitetusk Bulls on the other hand suffer a -1 Strength penalty but gain +1 to their Close Combat skill. They also gain the Parry ability.

Growlers are a series of models produced by Ral Partha Europe and can be found at www.ralparthaeurope.co.uk