

# Beastmen v.1.5.1

## Warband Special Rules

### Defiant Beasts

Beastman warbands have an extra +1 Ld modifier to all rout tests they have to take.

### Size Matters

A Beastman warband may never have more Gors than it has Ungors. If the number of Gors is greater than the number of Ungors, no new Gors may be hired until the number of Ungors exceeds it again.

### Patron Gods

A warrior that has access to gift skills or the spell lore of a patron god must choose Khorne, Nurgle, Tzeentch, or Slaanesh as his patron god.

- Wizards *cannot* choose Khorne as their patron god.
- Different warriors in the warband *may* follow different patron gods but each warrior can never have more than a single patron god.

### Primal Fury

Warriors with this rule *hate* all enemies in the first round of each close combat. (*i.e. all of their close combat attacks have +1 to hit.*)

## Warband Special Rules

### Cloven Hoofs

Warriors with this rule may re-roll failed Jump Down tests.

### Despoiler

Whenever a warrior with this rule takes an enemy *out of action* with a close combat attack, he may regain one point of armour save that had been lost to an Armour Splintering effect, or one point of Initiative that had been lost to a Concussive effect (*you may choose which*).

### Fly (8")

Warriors with this rule may *fly 8"* instead of moving. They *may* use flying moves to move into close combat with enemies, in which case they count as charging, but *cannot hide* at the end of a flying move.

### Unruly

When deploying the warband in scenarios, there can only be one warrior with is rule in each Combat Group.

### Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

## Beastmen Skill Table

	Combat	Shooting	Academic	Strength	Speed	Gifts
Chieftain	V		(+10gc)	V	V	V
Bruiser	V			V	V	V
Gor Shaman	(+10gc)		V	V	(+10gc)	V
Ungor Shaman	(+10gc)		V		V	(+10gc)
Halfhorn	V	V	(+10gc)		V	(+10gc)

# Beastmen Equipment Lists

## Chieftain and Beastigor

**Close Combat**  
Hand Weapon  
Great Weapon  
Halberd  
Morning Star

**Shooting**  
Throwing Axes  
Javelins

**Armour**  
Light Armour  
Heavy Armour  
Shield

## Gor Bray-Shaman and Ungor Shaman

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling

**Armour**  
None

## Ungor Halfhorns and Ungors

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear

**Shooting**  
Sling  
Short Bow  
Javelins

**Armour**  
Light Armour  
Shield

## Gors Bruisers and Gors

**Close Combat**  
Hand Weapon  
Great Weapon  
Morning Star

**Shooting**  
Throwing Axes  
Javelins

**Armour**  
Light Armour  
Shield

## HEROES

### 0-1 Gor Chieftain

55gc to hire

Starting Experience: 20

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	4	3	4	1	7

#### SPECIAL RULES

Leader (6"), Cloven Hoofs, Primal Fury, Despoiler

### 0-2 Gor Bruisers

40gc to hire

Starting Experience: 12

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	4	3	3	1	6

#### SPECIAL RULES

Cloven Hoofs, Primal Fury

### 0-1 Gor Bray-Shaman

40gc to hire

Starting Experience: 8

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	4	3	3	1	6

#### SPECIAL RULES

Cloven Hoofs

Wizard (Nurgle, Tzeentch, or Slaanesh): Start with 1 spell.

### 0-1 Ungor Shaman

30gc to hire

Starting Experience: 6

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	3	1	6

#### SPECIAL RULES

Cloven Hoofs

Wizard (Kin-Magic): Start with 1 spell.

### 0-3 Ungor Halfhorns

15gc to hire

Starting Experience: 0

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	3	1	5

#### SPECIAL RULES

Cloven Hoofs

## HENCHMEN

### Ungors

20gc to hire

Starting Experience: 4

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	3	3	1	5

#### SPECIAL RULES

Cloven Hoofs

### Gors

35gc to hire

Starting Experience: 6

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	3	2	3	4	3	3	1	6

#### SPECIAL RULES

Cloven Hoofs, Primal Fury

### 0-4 Beastigors

50gc to hire

Starting Experience: 14

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	4	3	3	1	7

#### SPECIAL RULES

Cloven Hoofs, Primal Fury, Despoilers,

Heirloom: Heavy Armour

### 0-2 Harpies

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
3	4	-	3	3	3	5	1	4

#### SPECIAL RULES

Animals, Fly (8"), Unruly

### 0-3 Beasthounds

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

#### SPECIAL RULES

Primal Fury

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"*;  
*Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

**v.1.5.1**

Fixed Size Matters type. Hat tip to Daelnoron.

**v.1.5**

Ungor Shamans can only use Kin-magic.