

# Beastmen v.2.1

## Warband Special Rules

### Pack Tactics (+1 Ld)

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

### Size Matters (Gor and Ungor)

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 and/or the spell lore of a patron god must choose Khorne, Nurgle, Tzeentch or Slaanesh as his patron god when hired. This choice *cannot* be changed later on.

- Wizards *always* use the lore of their patron god and *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.*)

### 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, or with an attack from Throwing Axes, he becomes immune to fear and panic for the rest of the battle.

### Heirloom

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

## Warband Special Rules

### Fly (10")

Warriors with this rule may *fly* 10" 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.

## Warband Special Equipment

### Chaos Rune Axe 10gc

**Close Combat Weapon: Axe:** Is affected by anything that affects Axes and can be used by anyone who can use normal Axes.

**Sunder (1):** Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

### Soothsayer Staff 10gc

**Close Combat Weapon: Club:** Is affected by anything that would affect a Club, and can be used by anyone who can use normal Clubs.

#### Concussive (1)

**Foretell Magic:** Once per battle, wielder may re-roll all Power Dice involved in one of his own spellcasting rolls, provided it was *not* a miscast.

- Wielder can use this ability only once per battle, no matter how many Soothsayer Staffs he is carrying.

**Can only be carried by Wizards.**

### Blight Arrows 5gc

**Special Equipment:** All of wielder's shots with any kind of Bow are *poisonous*. If wielder also has other special arrows (*such as Hunting Arrows*), he must choose which arrows to use at the *start* of each Shooting phase. Blight Arrows last entire campaign. May be given to Henchmen.

**Can only be carried by Ungors.**

### Herdstone Shard 10gc

**Special Equipment:** If warrior has 'Despoiler,' it is activated the first time he successfully wounds an enemy (*i.e. not just after he has taken an enemy out of action.*).

## Warband Special Equipment

### Tunderstone 10gc

**Special Equipment:** Each battle, wielder knows one of three spells from the Lore of Heavens in addition to his other spells. Whenever he is deployed, roll a D6 to see which one:

- (1-2) Thunderbolt.
- (3-4) Chain Lightning.
- (5-6) Portent of Far.

**Can only be carried by Wizards.**

### Feral Standard 10gc

**Special Equipment:** Wielder cannot *hide* and loses 'Stealth' if he has it.

**Bestial Ferocity:** If this warrior is deployed and not *fleeing*, the warband may re-roll one failed Rout Test. Only one of the warband's Rout Tests can be re-rolled per battle from this ability, no matter how many warriors with Feral Standard are deployed.

**Can only be carried by Gors.**

# Beastmen Skill Table

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

## Beastmen Equipment Lists

### Chieftain and Beastigor

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

**Shooting**  
 Sling  
 Throwing Axes  
 Javelins

**Armour**  
 Light Armour  
 Heavy Armour  
 Shield

### Gor Bray-Shaman and Ungor Shaman

**Close Combat**  
 Hand Weapon  
 Great Weapon  
 Gnarlstaff

**Shooting**  
 Sling

**Armour**  
 None

### Ungor Halfhorns and Ungors

**Close Combat**  
 Hand Weapon  
 Great Weapon  
 Spear

**Shooting**  
 Sling  
 Short Bow  
 Javelins  
 Bolas

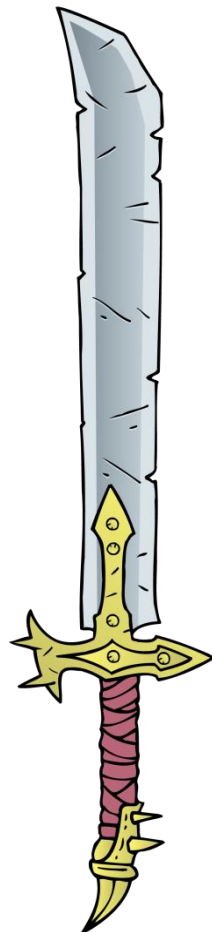
**Armour**  
 Light Armour  
 Shield

### Gor Bruisers and Gor Warriors

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

**Shooting**  
 Sling  
 Throwing Axes  
 Javelins

**Armour**  
 Light Armour  
 Shield



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## HEROES

### 0-1 Gor Chieftain

50gc to hire

Starting Experience: 20

Race: Gor

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

#### SPECIAL RULES

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

### 0-3 Gor Bruisers

40gc to hire

Starting Experience: 14

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: 12

Race: Gor

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

#### SPECIAL RULES

Cloven Hoofs, Primal Fury

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 (Shadow, Beasts, Chaos Rituals or Kin-Magic): Starts 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

### Ungor Warriors

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

### Gor Warriors

35gc to hire

Starting Experience: 8

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  | 2  | 3 | 4 | 3 | 3 | 1 | 7  |

#### SPECIAL RULES

Cloven Hoofs, Primal Fury, Despoilers,

Heirloom: Heavy Armour

### 0-3 Harpies

35gc to hire

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

#### SPECIAL RULES

Fly (10"), Unruly, Animals

### 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.*)

## **2.2**

Ungor Shaman can use Chaos Rituals.

### **v.2.1**

Gnarlstaff replaced with Soothsayer Staff.

Herdstone Shard triggers Despoiler when wielder causes a wound on an enemy; not automatically.

### **v.1.7**

Gors +2 XP.

Gor Bruisers +2 XP.

Beastigors -1 BS.

Chieftain -1 BS.

Buffed special ability of Soothsayer Staff.

### **v.1.6**

Defiant Beasts renamed Pack Tactics.

Added Soothsayer Staff, Feral Standard, and Blight Arrows.

Changed Despoiler rule to become immune to fear and panic for the rest of the battle.

Gor Shaman gains Primal Fury.

Harpies 0-3.

### **v.1.5.1**

Fixed Size Matters type. Hat tip to Daelnoron.

### **v.1.5**

Ungor Shamans can only use Kin-magic.