

# Beastmen v.1.6

## 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.

- 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.*)

### 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 (*or Pit Fight*).

### 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 (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.

## Warband Special Equipment

### Soothsayer Staff 15gc

**Great-Weapon: Club:** Is affected by anything that would affect a Great Club, but is a separate proficiency from normal Great Clubs.

**Foretell Magic:** Once per battle, wielder may re-roll one of his own Power Dice that was *not* a natural 1.

- A warrior can only re-roll one Power Dice per battle from this ability, no matter how many Soothsayer Staves he is carrying.

**Can only be carried by Wizards.**

### Feral Standard 15gc

**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 warriors whose race is Gor.**

### Blight Arrows 10gc

**Special Equipment:** All of warrior's shots with Short Bow, Bow, or Long Bow are *poisonous*. If the warrior 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.

# Beastmen Skill Table

	Combat	Shooting	Academic	Strength	Speed	Gifts
Chieftain	V			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**  
Sling  
Throwing Axes  
Javelins

**Armour**  
Light Armour  
Heavy Armour  
Shield

### Gor Bray-Shaman and Ungor Shaman

**Close Combat**  
Hand Weapon  
Great Weapon  
Soothsayer Staff

**Shooting**  
Sling

**Armour**  
None

### Ungor Halfhorns and Ungors

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear

**Shooting**  
Sling  
Short Bow  
Javelins

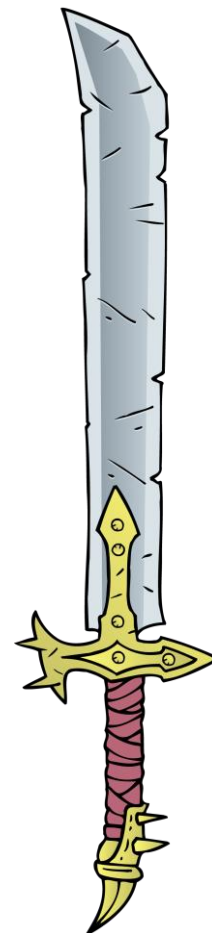
**Armour**  
Light Armour  
Shield

### 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

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, 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 (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

### 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: 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

### 0-3 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.1.6**

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.