



WOEHAMMER ARMIES

BEASTS OF CHAOS



Beastmen Special Rules

Blood Sacrifice

Bray Shamans are often attended by Ungors who serve as both slaves, bodyguards, and sacrifices to the Dark Gods is required.

If the Bray Shaman wishes they may sacrifice one or more of their Ungor attendants before casting a spell. If they do this, they can add 1 to the casting value of the spell for each sacrifice they make (note; a 0 casting roll will always result in a miscast as normal).

Infiltrate

Units with infiltrate may make a normal M move once all deployment is finished and before the first turn begins. This move may not end within 3" of any enemy models.

Beastmen Magic Items

Beastmen possess all sorts of charms and trinkets pulsing with dark and foul energies, and can even imbue weapons and armour with grotesque curses.

Hero units may take magical items as listed below, or magical items of the Beast or Destruction lores, or Magic of their patron should they be marked by a particular God. No one hero can take more than one magical item at a time.

Magic Weapons

Skull Cleaver - *This crude axe is extremely effective at destroying enemies*- This Large axe inflicts 1D3 additional hits for each natural 1 to hit - 10 points

Magic Armour

Troll Hide Cloak - *This cloak melds with it's wearer, providing some measure of the Troll's regenerative powers* - Once per battle the bearer may make a Res test, if passed they can regenerate a single wound - 10 points

Helm of Blood Frenzy - *This helm is cursed with a malevolent will of its own* - The bearer of this helm always follows on in combat, regardless of whether they wish to, including in combats in which they were defeated but the opponent does not wish to follow on, the blood lust of the helm drives the defeated Beastman back into combat none the less - 5 points

Magic Standards

Standards can be taken by certain heroes or mounted to chariots

Blood Eagle Banner - *Captives of the Beastmen rarely survive for very long, and truly worthy opponents of the herd are honoured by being mounted as a Blood Eagle* - All enemy units within 12" and LOS of this banner are subject to the Dread rule - 15 points

Magic Items

Lightning Fetish - *This strange artefact contains blood, flesh, and fur of a once mighty beastlord* - Once per battle the bearer may cast the Lightning Bolt spell, regardless of whether they are a wizard or not. No casting roll or unbind attempt is made, the spell happens automatically - 15 points

Crown of Horns - *Truly powerful Beastmen can sprout long, jet black horns from their forehead, which trickle blood forever more as a sign of the favour of the dark gods* - The bearer of these horns causes D3 SV2 hits on the charge - 15 points

Beastman Army List

Army Composition

When choosing a Beastman army the following restrictions apply, based on max percentage of overall points, except in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an armies may take a spell caster per 1,000 points.

Hero Units

0 - 1 Minotaur Lord on Rhinox, 269 points Monstrosity Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Minotaur Lord with large axe, light armour	[4]	4	6	[8(9)]	6	8	[Tough 2], [Large], Command, Follow, [Wound 2], 3 x HTH, Frenzied Charge, Savage
Rhinox	5	-	6	12	-	-	Large, MoD 2, 3 x HtH SV5 Stampde, Irresistible Charge, Dread

0 - 1 Beast Lord, 114 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Beast Lord with axe, medium armour	5	4	6	6(8)	7	8	Tough, Command, Follow, Wound, 3 x HTH
2 x Beastmen Bodyguards with axes, medium armour	5	4	6	6(8)	7	7	

Upgrade to Tough 2 @ 10 points, to wound 2 @ 16 points. Give unit big axes @ free. Make unit Savage @ 3 points plus 1 point per bodyguard model. Add up to 2 Beastman Bodyguards @ 17 points each

0 - 1 Beast Lord in Chariot, 171 points Chariot Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Beast Lord with axe, medium armour	[5]	[4]	6	[6(8)]	7	8	[Tough], Command, Follow, [Wound], 3 x HTH
1 x Gor crew with axe	-	-	6	-	-	-	
Chariot	5	-	-	10	-	-	Large, Tough, Fast 6, Irresistible Charge
2 x Wild Boars	-	-	6	-	-	-	1 x HtH SV3

Upgrade to Tough 2 @ 10 points, to wound 2 @ 16 points. Give unit big axes @ free. Make unit Savage @ 5 points plus 1 point per crew model. Add up to 2 Beastman crew @ 5 points each. Give chariot scythes 1D6 SV1 on the charge only @ 25 points

Note. The warband must include one Beast Lord Unit and one only

0 - 1 Beastman Shaman, 62 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Beastman Shaman with axe	5	4	6	6	7	8	Tough, Wound, Magic Level 1
0 x Ungors with clubs, light armour	5	5	5	5(6)	7	7	
0 x Animal Spirit Guide or Familiar	5	6	6	6	3	3	Spirit, 1 x HtH SV1, Exchange of Missiles SV1

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points, Wound 2 @ 16 points. Give unit Savage Rule @ 1 points per model. Add up to 4 Ungors @ 9 points each. Add up to 4 Animal Spirits @ 23 points each.

0 - 1 Beast Shaman in Chariot, 153 points**Chariot Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Beast Lord with axe, medium armour	[5]	[4]	6	[6]	7	8	[Tough], [Wound], Magic Level 1
1 x Gor crew with axe	-	-	6	-	-	-	
Chariot	5	-	-	10	-	-	Large, Tough, Fast 6, Irresistible Charge
2 x Wild Boars	-	-	6	-	-	-	1 x HtH SV3

Upgrade to Tough 2 @ 10 points, to wound 2 @ 16 points. Give unit big axes @ free. Make unit Savage @ 1 point plus 1 point per crew model. Add up to 2 Beastman crew @ 5 points each. Give chariot scythes 1D6 SV1 on the charge only @ 25 points. Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points.

0 - 1 Minotaur Lord, 66 Points**Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Minotaur Lord with axe, light armour	4	4	6	8(9)	8	8	Large, Tough, Wound, 3 x HtH Frenzied Charge

Give unit large axe @ free, giant axe @ 1 point. Give Minotaur Irresistible Charge instead of Frenzied Charge @ 8 points. Upgrade to medium armour @ 10 points increasing Res to 8(10). Give Savage rule @ 3 points

0 - 1 Centigor Lord, 71 Points**Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Centigor Lord with axe, medium armour	7	6	6	6(8)	8	8	Large, Tough, Wound, 3 x HtH, Fast 8

Give unit large axe @ free, lance @ 1 point. Give Savage rule @ 3 points.

0 - 1 Beastman Champion, 80 points**Warrior Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Beast Lord with axe, medium armour	5	4	6	6(8)	7	8	Tough 2, Hero, Wound, 3 x HTH

Upgrade to Wound 2 @ 16 points. Give hero big axe @ free. Make hero Savage @ 3 points. Hero can carry a Battle Standard adding the Heavily Laden rule

Elite Units

0 - 1 Units of Minotaurs, 98 points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Minotaur Champion with axe	4	4	6	8	7	8	Tough, Large, 2 x HtH, Frenzied Charge
2 x Minotaurs with axes	4	4	6	8	7	7	Large, 2 x HtH, Frenzied Charge

Give unit big axes @ free, Giant Axes @ 1 point per model. Add up to 2 Minotaurs @ 28 points each. Give units irresistible charge instead of frenzied charge @ 8 points per model.

0 - 1 Units of Centigors, 120 points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Centigor Leader with spear, light armour	7	6	6	6(7)	8	8	Tough, Fast 8, 2 x HtH
2 x Centigors with spears, light armour	7	6	6	6(7)	8	7	Fast 8, 2 x HtH

Add up to 2 Centigors @ 36 points each.

0 - 1 Dragon Ogres, 76 points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dragon Ogre Champion with large axe	4	4	7	8	7	8	Tough, Wound, Large, 2 x HtH, Foreclaws 2 x HtH attack SV 2, Irresistible Charge

Give unit Halberd or Giant Axe @ 1 point per model.

Troops Units

0 - 1 Units of Bestigors, 97 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Bestigor Leader with big axe, medium armour	5	4	6	6(8)	7	8	Tough
4 x Bestigors with big axes, medium armour	5	4	6	6(8)	7	7	

Add up to 5 Bestigors @ 17 points per model. Give unit savage rule @ 1 point per model.

Gors, 77 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Gor Leader with axe, light armour	5	4	5	6(7)	7	8	Tough
4 x Gors with axes, light armour	5	4	5	6(7)	7	7	

Add up to 5 Gors @ 13 points per model. Give unit savage rule @ 1 point per model.

Ungors, 57 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ungor Leader with clubs, light armour	5	5	5	5(6)	7	7	Tough
4 x Ungors with clubs, light armour	5	5	5	5(6)	7	6	

Add up to 5 Ungors @ 9 points per model. Give unit spears @ 1 point.

Ungor Raiders, 82 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Raider Leader with bow, club	5	5	5	5	7	7	Tough, Woodsman, Infiltrate
4 x Ungor Raiders with bows, clubs	5	5	5	5	7	6	Woodsman, Infiltrate

Add up to 5 Ungor Raiders @ 14 points per model.

Beast Hounds, 85 Points**Warrior / Beast Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Pack master with axe, light armour	5	4	6	6(7)	7	8	Tough, Rapid Sprint
4 x Beasts	5	-	6	7	5	5	Rapid Sprint

Give pack master medium armour for 2 points. Add up to 5 Hounds @ 14 points per model.

Monstrosity / Chariot Units

0 - 1 Jabberslythe, 158 / 178 / 198 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Jabberslythe	5	4	6	10	5	7	Large, MoD 2, 5 x HtH SV4, Dread, Balefule Glare

0 - 1 Giant, 150 / 170 / - points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Giant	5	5	6	12	4	8	Large, MoD 2, Dread, 5 x HtH SV4,

Give rock to hurl @ 15 points

0 - 1 Giant Minotaur, 170 / 190 / 210 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Giant Minotaur	5	5	6	12	4	8	Large, MoD 2, Dread, 5 x HtH SV4, Irresistible Charge

Give rock to hurl @ 15 points

Beastman Boar Chariot, 102 points

Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
2 x Gor crew with axes	-	4	6	-	7	7	
Chariot pulled by two boars	3	-	-	10	-	-	Large, Irresistible Charge, Fast 6
2 x Boars	-	-	5	-	-	-	1 x HtH SV3

Give crew spears @ free. Give Chariot Scythes adding 1D6 SV1 hits on the charge @ 25 points. Add up to 2 crew @ 5 points each