

Beastmen Raiders

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Beastmen are brutish creatures, the Children of Chaos and Old Night. They roam the great forests of the Old World, and are amongst the most bitter enemies of mankind. The raging power of Chaos has given them a ferocious vitality which makes them shrug off ghastly wounds and carry on fighting regardless of the consequences. Even the Orcs are comparatively vulnerable to damage compared to the awesome vitality of the Beastmen.

Beastmen are a crossbreed between men and animals, usually resulting in the horned head of a goat, though many other variations are also known to exist. The Beastmen are divided into two distinct breeds: Ungors, who are more numerous, twisted creatures that combine the worst qualities of man and beast, and Gors, a giant breed of Beastmen, a mix between some powerful animal and man.

The Ungor are smaller Beastmen, who cannot compete with Gors in strength and power. They may have one horn or many, but these won't be recognized as those of goat. Shamans are very special Beastmen and are revered by all Beastmen, for they are the prophets and servants of Chaos Powers.

Each warband of Beastmen includes a mix of some Bestigor, Gor warriors and Ungor who are the mainstay of the tribes. Seven great Herdstones stand hidden in the forests surrounding the city of Mordheim. From there the Beastmen warbands come to raid the city: Warherd of Thulak, Headtakers of Gorlord Zharak, the Horned Ones of Krazak Gore, and many others.

The shards of the meteorite are seen as holy objects, which can be sold to the powerful Beastlords and revered Shamans in exchange for new weapons and services of warriors. For the tribes of Beastmen the battles fought in Mordheim are part of a great religious war, an effort to bring down the civilization of man which offends the Chaos Gods. After the taint of man has been wiped from the face of the earth then the Beastmen shall inherit.

Appearance: Beastmen Gors stand some six-seven feet tall, and their heavily muscled bodies are covered with fur. Ungor are lesser beastmen, no larger than humans, but their tough bodies and vicious tempers easily make them a match to any human warrior.

Beastmen wear little clothing, but often dress in the fur of their defeated rivals. They usually carry the skulls of their vanquished enemies as these are thought to bring good luck. While most Beastmen have dark brown skin and fur, black-furred or even albino Beastmen are not unknown. Beastmen wear heavy armlets and necklaces which serve as armour as well as decoration. Apart from the most primitive clubs and wooden shields, the Beastmen make few weapons. It is not the nature of Chaos to create, but to destroy.

Choice of Warriors:

A Beastman Warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband is 15, though some buildings in the warband's encampment may increase this.

Beastman Chief: Each Beastman Warband must have one Chief: no more, no less!

Shaman: Your warband may include a single Beastman Shaman.

Bestigors: Your warband may include up to two Bestigors.

Centigors: Your warband may include a single Centigor.

Gors: Your warband may include up to five Gors.

Ungor: Any number of models may be Ungor.

Minotaur: Your Warband may include a single Minotaur.

Warhounds of Chaos: Your Warband may include up to five Chaos Hounds.

Starting Experience:

Beastman Chief starts with 20 experience.
 Beastman Shaman starts with 11 experience.
 Bestigors start with 8 experience.
 Centigors start with 8 experience.
 All Henchmen start with 0 experience.

Beastmen's Skill Tables

Chief may choose from the Combat, Strength, Speed or Special Skills.
 Shaman may choose from the Combat, Speed or Special Skills.
 Bestigors may choose from the Combat, Strength or Special Skills.
 Centigors may choose from the Combat, Strength or Special Skills.

Beastmen's Maximum Characteristics

OEIF ERRATA: Page 71, Maximum Characteristics; Replace the entry with:

Profile	M	WS	BS	S	T	W	I	A	Ld
Ungor	6	6	6	4	4	3	7	4	7
Centigor	9	7	6	4	5	4	6	4	9
Minotaur	6	6	5	5	5	5	6	5	9
Others*	5	7	6	4	5	5	6	4	9

*This includes all the non-Centigor Heroes and the Gor Henchmen.

Animals

Beastmen are fearsome creatures of Chaos that do not interact with other races other than in war. A Beastmen warband may never hire any Hired Sword unless specifically stated with the Hired Sword.

Beastmen's Equipment List

Beastmen		Ungor	
<i>Hand to Hand Weapons</i>		<i>Hand to Hand Weapons</i>	
Dagger	1st free/ 2 gc	Dagger	1st free/ 2 gc
Hammer/Mace	3 gc	Hammer/Mace	3 gc
Battle Axe	5 gc	Battle Axe	5 gc
Sword	10 gc	Spear	10 gc
Double Handed Weapon	15 gc		
Halberd	10 gc		
<i>Missile Weapons</i>		<i>Missile Weapons</i>	
None		None	

<i>Armour</i>		<i>Armour</i>	
Light Armour	20 gc	Shield	5 gc
Heavy Armour	50 gc		
Shield	5 gc		
Helmet	10 gc		

Heroes

1 Beastman Chieftain; 65 gold crowns to hire

Beastman chieftains have gained their position through sheer brutality. He leads the Beastmen to Mordheim to gather the Chaos Stones to his Herdstone.

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

Weapons/Armour: The Beastman Chieftain may be equipped with weapons and armour chosen from the Beastmen Equipment list.

Special Rules:

Leader: Any Warrior within 6" of the Beastman Chieftain may use his Leadership when taking Ld tests.

0-1 Beastman Shaman; 45 gold crowns to hire

Beastmen Shamans are prophets of the Dark Gods, and the most respected of all the Beastmen.

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

Weapons/Armour: Beastman Shamans may be equipped with weapons chosen from the Beastmen Equipment list except that they never wear armour.

Special Rules:

Wizard: A Beastman Shaman is a Wizard and may use Chaos Rituals as detailed in the Magic section.

0-2 Bestigors; 45 gold crowns to hire

Bestigors are the largest type of Beastmen, the great horned warriors of the Beastman Warbands. They are massive creatures with an inhuman resistance of pain.

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

Weapons/Armour: Beastmen Gors may be equipped with weapons chosen from the Beastmen Equipment list.

0-1 Centiors; 80 gold crowns to hire

A Centigor is a disturbing cross between a horse or oxen and Beastman. Being quadruped grants them great strength and speed whilst their humanoid upper torsos allow them to wield weapons. These beast-centaurs are powerful creatures but are not particularly agile or dexterous.

M	WS	BS	S	T	W	I	A	Ld
8	4	3	4	4	1	2	1(2)	7

Weapons/Armour: Beastmen Gors may be equipped with weapons chosen from the Beastmen Equipment list.

Special Rules:

Drunken: Centigors are inclined to drink vast quantities of noxious beer and looted wine and spirits before battle, working themselves up to a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. Whilst the subject to both *stupidity* or *frenzy* they are immune to all other forms of psychology.

Woodland Dwelling: Centigors are creatures of the deep, dark forests. They suffer no movement penalties for moving through wooded areas.

Trample: As well as their weapons, Centigors use their hooves and sheer size to crush their enemies. This counts as an additional attack, which does not benefits from weapon bonuses or penalties.

Henchmen (In groups of 1-5)

0+ Ungor; 25 gold crowns to hire

Ungor are the most numerous of the Beastmen. They are small, spiteful creatures, but dangerous in large masses.

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

Weapons/Armour: Ungor may be armed with weapons and armour chosen from Ungor Equipment list.

Maximum Profile

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	5	3	6	4	8

Special Rules:

Lowest of the Low: Ungor are on the lowest rung of Beastmen society and regardless of how much Experience they accrue they will never acquire a position of authority. If an Ungor rolls "That lad's got talent" skill, it must be re-rolled.

0-5 Gor; 35 gold crowns to hire

Gor are nearly as numerous as Ungor but are larger and more brutish...

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

Weapons/Armour: Ungor may be armed with weapons and armour chosen from Beastmen Equipment list.

0-5 Warhounds of Chaos; 15 gold crowns to hire

Chaos Hounds are titanic, mastiff-like creatures which are insanely dangerous in combat.

M	WS	BS	S	T	W	I	A	Ld
7	4	0	4	3	1	3	1	5

Weapons/Armour: None! Apart from their fangs and nasty tempers the Chaos Hounds don't have weapons and can fight without any penalties.

Special Rules:

Animals: Chaos Hounds are animals and never gain experience.

0-1 Minotaur; 200 gold crowns to hire

Minotaurs are gigantic, bull-headed Beastmen. Fearsome and powerful, any Beastman Chief will try to recruit a Minotaur into his warband if possible.

M	WS	BS	S	T	W	I	A	Ld
6	4	3	4	4	3	4	3	8

Weapons/Armour: Minotaurs may be armed with weapons and armour chosen from Beastmen Equipment list.

Special Rules:

Fear: Minotaurs are huge, bellowing monsters and cause Fear. See Psychology section for details.

Large Target: Minotaurs are Large Targets as defined in the shooting rules.

Bloodgreed: If a Minotaur puts all of its enemies out of action in hand-to-hand combat, it becomes Frenzied on a D6 roll of 4+.

Animal: A Minotaur is far more bestial than its Beastmen brethren and although it may gain experience it may never become a Hero.

Maximum Profile

M	WS	BS	S	T	W	I	A	Ld
6	7	6	5	5	5	6	5	10

Beastmen Special Skills

Beastman Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Shaggy Hide: The Beastman's massively shaggy hide acts as armour, deflecting sword strokes and protecting him from harm. The model gains a 6+ Armour Save that can be combined with other armour as normal.

Mutant: The Beastman may buy one mutation. See mutants Section on special rules.

Fearless: Immune to *Fear* and *All Alone* tests.

Horned One: The Beastman has mighty horns, and can make an additional Attack with its basic Strength on a turn it charges.

Bellowing Roar: Only the Beastman Chief may have this skill. He may re-roll any failed Rout tests.

Manhater: Will be affected by the rules of *Hatred* when fighting any Human warbands.