

BEASTMEN ARMY

by GertH

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Ungor	Infantry	2/1	4	0	-	3	40	2/-	*1
Gor	Infantry	3	4	6+	-	3	60	2/-	-
Bestigor	Infantry	4	4	5+	-	3	110	-/4	-
Chaos Hounds	Cavalry	3	3	0	-	3	30	-/2	-
Tuskgor Chariot	Chariot	3	4	5+	-	3	110	-/4	-
Harpies	Monster	2	3	6+	-	3	65	-/1	*2
Minotaurs	Monster	6	4	5+	-	3	190	-/1	*3
Haedus	Monster	6	4	5+	-	3	190	-/1	*4
Beast Lord	General	+2	-	-	9	1	125	1	-
Beastman Chief	Hero	+1	-	-	8	1	80	-/1	-
Beastman Shaman	Wizard	+0	-	-	8	1	80	-/2	-
Chariot	Ch-Mount	+1	-	-	-	1	10	-/-	-
Gorgon	Mn-Mount	+2/3	-	-	-	1	70	-/1	*5

Special Rules

1. Ungor

- shoot up to 15cm

2. Harpies

- can fly up to 100cm
- cannot be joined by a character

3. Minotaurs

- always charge on initiative & cannot evade
- do not suffer from terror
- must pursue/advance where possible

4. Haedus

- always charge on initiative & cannot evade
- do not suffer from terror
- must pursue/advance where possible

5. Gorgon

- causes terror
- when attached to a unit, may shoot 3 attacks

Spells

Bloodrage	4+	30cm	one friendly unit +1 to attacks per stand in next combat
Whip of Flames	5+	30cm	3 shooting attacks, LOS required, no armour saves
Stare of the Gorgon	5+	30cm	one enemy unit in range counts as fighting terrifying enemy
Soulbattle	4+	60cm	if successfully cast, an enemy wizard may not cast next turn or a runesmith may not use anti-magic for the remainder of the current shooting phase