

A detailed illustration of a Warhammer Age of Sigmar Beastmen army. The central figure is a large, muscular Beastman with a ram's head, wearing a spiked collar and holding a large, blood-stained axe. He is surrounded by other Beastmen, some on horseback, all equipped with various weapons and armor. The background shows a dark, stormy sky with a bright light source, possibly the sun or moon, breaking through the clouds. The overall tone is gritty and intense.

# WARHAMMER

AGE OF SIGMAR

WARHAMMER  
LEGENDS  
BEASTMEN



# INTRODUCTION

The Beastmen are the true Children of Chaos. Grotesque hybrids of fierce animal and primitive human, these horned and stinking warrior-beasts infest the blighted forests that cover the Old World.

Out of the dark and twisted forests of the Old World come the Cloven Ones, uncounted hordes of braying creatures made only of horn, hoof, muscle and hate. They desire nothing less than to grind man's temples to dust, to cast

down his gods, to tear the bodies of his peoples limb from limb and to unmake all that has been built upon the lands. They seek to drag the Old World back into a barbaric and primal age.

## WARHAMMER LEGENDS COMPENDIUMS

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

This is where the Warhammer Legends Compendiums come in. They give us a place to publish rules that allow you to play games with your older miniatures. The rules are designed to be definitive, and will only be updated when we change the Warhammer Age of Sigmar core rules. This means that Legends units are not designed for matched play (as they won't, for example, have yearly points updates).

### ARMIES OF THE WORLD-THAT-WAS

The warscrolls in this compendium allow you to use Legends Citadel Miniatures to recreate the wars of the world-that-was using the Warhammer Age of Sigmar rules. It includes warscrolls for all of the Legends Beastmen units, so you can include Beastmen units and armies from the world-that-was in open and narrative play games.

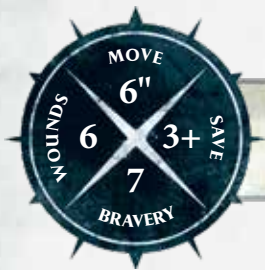
We have also included warscrolls for Beastmen units that fought in the world-that-was and whose descendents still fight in the Mortal Realms, the models for which are available as part of the Warhammer Age of Sigmar range. For example, a warscroll is included for Beastmen Gor Herds, so that you can use the models as part of a Beastmen army from the world-that-was. In addition, Gor models can also be fielded using the Gors warscroll in *Battletome Beasts of Chaos*, as part of a Beasts of Chaos army from the Mortal Realms.

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## WARSCROLLS

# KHAZRAK THE ONE-EYE



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Scourge	2"	See below	3+	3+	-	1
Gor Blade	1"	6	3+	3+	-1	1

### DESCRIPTION

Khazrak the One-eye is a named character that is a single model. He is armed with Scourge and a Gor Blade.

### ABILITIES

**The Dark Mail:** Enemy **HEROES** cannot use the abilities of an artefact of power while they are within 1" of this model.

**Primal Fury:** If the unmodified hit roll for an attack made by this model is 6, that attack inflicts 2 hits on that target instead of 1. Make a wound and save roll for each hit.

**The Scourge:** The Attacks characteristic of Scourge is equal to the number of enemy models within 2" of this model when the number of attacks made with Scourge is determined.

### COMMAND ABILITY

**Bestial Cunning:** You can use this command ability at the start of any shooting or combat phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **BEASTMEN** unit wholly within 24" of this model. Add 1 to save rolls for attacks that target that unit in that phase.

### KEYWORDS

BEASTMEN, HERD, HERO, KHAZRAK THE ONE-EYE



## WARSCROLLS

# MORGHUR, MASTER OF SKULLS



### MELEE WEAPONS

Twisted Staff

Range

2"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-1

Damage

D3

### DESCRIPTION

Morghur, Master of Skulls, is a named character that is a single model. He is armed with a Twisted Staff.

### ABILITIES

**Aura of Transmutation:** This model cannot be chosen as the target of an attack with a missile weapon, or affected by spells, unless the attacker or caster is within 12" of this model. In addition, at the start of the combat phase, roll a dice for each enemy model within 3" of this model. For each 4+, that model's unit suffers 1 mortal wound.

**Primal Fury:** If the unmodified hit roll for an attack made by this model is 6, that attack inflicts 2 hits on that target instead of 1. Make a wound and save roll for each hit.

**Spirit-essence of Chaos:** At the start of your hero phase, you can pick 1 friendly **BEASTMEN** model that is within 12" of this model. That model is slain. However, before the slain model is removed, you can summon 1 **BEASTMEN CHAOS SPAWN** model and add it to your army. Set up the summoned model within 3" of the slain model and more than 3" from any enemy models. Then remove the slain model from play.

KEYWORDS

BEASTMEN, HERO, MORGHUR

## WARSCROLLS

# GORTHOR THE BEASTLORD

## ON TUSKGOR CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Impaler	1"	6	3+	3+	-1	1
Tuskgor's Tusks and Hooves	1"	4	4+	3+	-	1
Bagrar the Tamer's Beastman Spear	1"	2	4+	4+	-	1

### DESCRIPTION

Gorthor is a named character that is a single model. He is armed with the Impaler.

**CREW:** This model's crew, Bagrar, attacks with his Beastmen Spear. For rules purposes, the crew is treated in the same manner as a mount.

**STEEDS:** This model's Tuskgor Chariot is drawn by two Tuskgor's that attack with their Tusks and Hooves. For rules purposes, the Tuskgor's are treated in the same manner as a mount.

### ABILITIES

**Beastmen Spear:** Add 1 to wound rolls for attacks made by this model's Beastmen Spear if this model made a charge move in the same turn.

**Cloak of the Beastlord:** If this model is your general, do not take battleshock tests for friendly **BEASTMEN** units while they are wholly within 18" of this model.

**The Impaler:** If the unmodified wound roll for an attack made with the Impaler is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a save roll).

**Primal Fury:** If the unmodified hit roll for an attack made by this model is 6, that attack inflicts 2 hits on that target instead of 1. Make a wound and save roll for each hit. This ability has no effect on this model's mount.

**Scion of the Dark Gods:** In your hero phase, this model can attempt to cast the Arcane Bolt spell as if it were a **WIZARD**.

**Skull of Mugrar:** Roll a dice for each enemy unit that is within 1" of this model after this model finishes a charge move. On a 2+ that enemy unit suffers D3 mortal wounds.

**Chariot Charge:** You can re-roll charge rolls for this unit. In addition, add 1 to the Attacks characteristic of this unit's melee weapons in a turn in which it made a charge move.

### COMMAND ABILITY

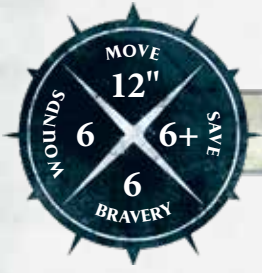
**Beastlord's Battle-roar:** You can use this command ability in the combat phase if this model is your general and is on the battlefield. If you do so, until the end of that combat phase, add 1 to the Attacks characteristic of melee weapons used by friendly **BEASTMEN** units while they are wholly within 12" of this model.

### KEYWORDS

BEASTMEN, HERD, HERO, GORTHOR

## WARSCROLLS

# MALAGOR, THE DARK OMEN



### MELEE WEAPONS

Crowfather's Staff

Range

2"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-1

Damage

D3

### DESCRIPTION

Malagor, the Dark Omen, is a named character that is a single model. He is armed with the Crowfather's Staff.

**FLY:** This model can fly.

### ABILITIES

**Icon of Vilification:** You can re-roll hit rolls for friendly **BEASTMEN** units while they are wholly within 12" of this model.

**Primal Fury:** If the unmodified hit roll for an attack made by this model is 6, that attack inflicts 2 hits on that target instead of 1. Make a wound and save roll for each hit.

**Something Wicked This Way Comes:** Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of this model.

**Unholy Power:** If this model successfully casts a spell, and it is no unbound, add 1 to his next casting roll.

### MAGIC

This model is a **WIZARD**. He can attempt to cast 2 different spells in each of your hero phases, and attempt to unbind 2 spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Viletide spells.

**Viletide:** Viletide has a casting value of 6. If successfully cast, pick 1 enemy unit within 6" of the caster and visible to them. Roll 1 dice for each model in that enemy unit. For each 6, that enemy unit suffers 1 mortal wound.

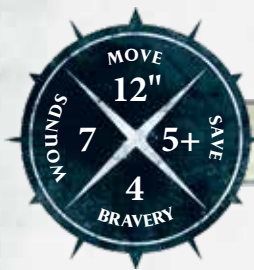
### KEYWORDS

BEASTMEN, HERD, HERO, WIZARD, MALAGOR



## WARSCROLLS

# GHORROS WARHOOF



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mansmasher	1"	3	3+	3+	-1	D3

### DESCRIPTION

Ghorros Warhoof is a named character that is a single model. He is armed with Mansmasher.

### ABILITIES

**Drunken:** In your hero phase, roll a dice for this model and look up the result on the table below:

- |     |   |
|-----|---|
| 1-3 | You can re-roll run rolls and charge rolls for this model until your next hero phase. |
| 4-6 | You can re-roll hit rolls of 1 for this model until your next hero phase.             |

**Primal Fury:** If the unmodified hit roll for an attack made by this model is 6, that attack inflicts 2 hits on that target instead of 1. Make a wound and save roll for each hit.

**Sons of Ghorros:** After set up is complete, but before the first battle round begins, you can pick 1 friendly **BEASTMEN CENTIGOR HERD** unit. Add 1 to hit rolls for attacks made by that unit for the rest of the battle.

**Skull of the Unicorn Lord:** This model can attempt to unbind one spell in each enemy hero phase as if it were a **WIZARD**.

### COMMAND ABILITY

**Father of Beasts:** You can use this command ability in the combat phase if this model is on the battlefield. If you do so, until the end of that combat phase, add 1 to the Attacks characteristic of melee weapons used by friendly **BEASTMEN CENTIGOR HERD** units while they are wholly within 12" of this model.

### KEYWORDS

BEASTMEN, CENTIGOR, HERO, GHORROS WARHOOF

## WARSCROLLS

# BEASTMEN BEASTLORD



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gor Blades	1"	6	3+	3+	-1	1
Great Gor Blade	1"	3	4+	3+	-2	2

### DESCRIPTION

A Beastmen Beastlord is a single model armed with a pair of Gor Blades or a Great Gor Blade.

**BATTLE STANDARD:** One Beastlord in an army can carry the army's Battle Standard. Subtract 1 from the Bravery characteristic of enemy units within 10" of a model with a Battle Standard.

### ABILITIES

**Pair of Gor Blades:** You can re-roll hit rolls of 1 for attacks made with a pair of Gor Blades.

**Hatred of Heroes:** You can re-roll failed wound rolls for attacks made by this model that target a **HERO**.

### COMMAND ABILITIES

**Grisly Trophy:** You can use this command ability in the combat phase if any attacks made by a friendly model with this command ability resulted in an enemy model being slain that phase. If you do so, until the end of that phase, you can re-roll wound rolls for attacks made by friendly **BEASTMEN HERD** units wholly within 18" of that model. If any attacks made by that model resulted in an enemy **HERO** or **MONSTER** being slain that phase, you can re-roll both hit rolls and wound rolls for attacks made by friendly **BEASTMEN HERD** units wholly within 18" of that model instead.

### KEYWORDS

BEASTMEN, HERD, HERO, BEASTLORD



## WARSCROLLS

# MINOTAUR DOOMBULL



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Minotaur Horns	1"	2	4+	4+	-	1
Minotaur Axes	1"	5	3+	3+	-1	2
Minotaur Great Axe	1"	3	3+	3+	-2	3

### DESCRIPTION

A Minotaur Doombull is a single model armed with a Minotaur Great Axe and Minotaur Horns, or a pair of Minotaur Axes and Minotaur Horns.

### ABILITIES

**Bloodgreed:** Each unmodified wound roll of 6 for attacks made by this model inflicts 1 mortal wound on the target in addition to any normal damage.

**Pair of Minotaur Axes:** You can re-roll hit rolls of 1 for attacks made with a pair of Minotaur Axes.

### COMMAND ABILITIES

**Slaughterer's Call:** You can use this command ability at the start of the combat phase. If you do so, pick a friendly **MINOTAUR** unit wholly within 12" of a friendly model with this command ability. Add 1 to wound rolls for attacks made by that unit until the end of that phase.

### KEYWORDS

BEASTMEN, MINOTAUR, HERO, DOOMBULL

## WARSCROLLS

# BEASTMEN GREAT BRAY-SHAMAN



### MELEE WEAPONS

Fetish Staff

### Range

2"

### Attacks

1

### To Hit

4+

### To Wound

3+

### Rend

-1

### Damage

D3

### DESCRIPTION

A Beastmen Great Bray-Shaman is a single model armed with a Fetish Staff.

### ABILITIES

**Infuse with Bestial Vigour:** At the start of your movement phase, add 3" to the Move characteristic of models in friendly **BEASTMEN HERD** units wholly within 12" of any friendly **BEASTMEN GREAT BRAY-SHAMANS** until the end of that phase.

### MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Devolve spells.

**Devolve:** Devolve has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and not within 3" of any friendly units. Your opponent must move that unit up to 2D6" so that each model in the unit ends its move as close as possible to a model from the friendly unit that was closest to it at the start of the move.

### KEYWORDS

BEASTMEN, HERD, HERO, WIZARD, GREAT BRAY-SHAMAN



## WARSCROLLS

# GOR HERD



### MELEE WEAPONS

Gor Blade(s)

Range

1"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

### DESCRIPTION

A Gor Herd unit has any number of models. The unit is armed with one of the following weapon options: Gor Blade and Beastshield; or pair of Gor Blades.

**FOE-RENDER:** The leader of this unit is a Foe-render. Add 1 to the Attacks characteristic of a Foe-render's Gor Blade(s).

**BRAYHORN:** 1 in every 10 models in this unit can have a Brayhorn. This unit can run and still charge later in the same turn while it includes any Brayhorns.

**BANNER BEARER:** 1 in every 10 models in this unit can be a Banner Bearer. This unit can move an extra 1" when it runs or piles in while it includes any Banner Bearers.

### ABILITIES

**Rend and Tear:** You can re-roll hit rolls of 1 for attacks made with a pair of Gor Blades.

**Beastshields:** Add 1 to save rolls for attacks made with melee weapons that target a unit with Beastshields.

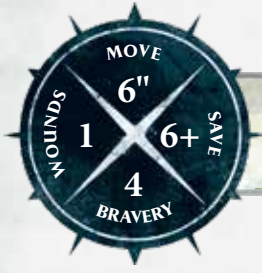
**Anarchy and Mayhem:** Add 1 to the Attacks characteristic of this unit's melee weapons while it has 20 or more models.

### KEYWORDS

BEASTMEN, HERD, GOR HERD

## WARSCROLLS

# UNGOR HERD



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ungor Blade	1"	1	4+	4+	-	1
Gnarled Shortspear	2"	1	5+	4+	-	1

### DESCRIPTION

An Ungor Herd unit has any number of models. The unit is armed with one of the following weapon options: Ungor Blade and Half-shield; or Gnarled Shortspear and Half-shield.

**HALFHORN:** The leader of this unit is a Halfhorn. Add 1 to the Attacks characteristic of a Halfhorn's Ungor Blade or Gnarled Shortspear.

**BRAYHORN:** 1 in every 10 models in this unit can have a Brayhorn. This unit can run and still charge later in the same turn while it includes any Brayhorns.

**BANNER BEARER:** 1 in every 10 models in this unit can be a Banner Bearer. This unit can move an extra 1" when it runs or piles in while it includes any Banner Bearers.

### ABILITIES

**Baying Hatred:** You can re-roll hit rolls of 1 for attacks made by this unit while it has 20 or more models, or re-roll hit rolls of 1 and 2 for attacks made by this unit while it has 30 or more models.

**Half-shields:** Add 1 to save rolls for attacks made with melee weapons that target this unit.

### KEYWORDS

BEASTMEN, HERD, UNGOR HERD



## WARSCROLLS

# UNGOR RAIDER HERD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Raider Bow	18"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Jagged Shank	1"	1	5+	5+	-	1

### DESCRIPTION

An Ungor Raider Herd unit has any number of models, each armed with a Raider Bow and Jagged Shank.

**HALFHORN:** The leader of this unit is a Halfhorn. Add 1 to hit rolls for attacks made with a Halfhorn's Raider Bow.

**BRAYHORN:** 1 in every 10 models in this unit can have a Brayhorn. This unit can run and still shoot later in the same turn while it includes any Brayhorns.

**BANNER BEARER:** 1 in every 10 models in this unit can be a Banner Bearer. This unit can move an extra 1" when it runs or piles in while it includes any Banner Bearers.

### ABILITIES

**Vile Invaders:** After armies are set up, but before the first battle round begins, this unit can move up to 6".

**Baying Anger:** You can re-roll hit rolls of 1 for attacks made by this unit with missile weapons while it has 20 or more models, or re-roll hit rolls of 1 and 2 for attacks made by this unit with missile weapons while it has 30 or more models.

### KEYWORDS

BEASTMEN, HERD, UNGOR RAIDER HERD

## WARSCROLLS

# BEASTMEN TUSKGOR CHARIOTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Despoiler Axe	1"	2	4+	3+	-1	1
Gnarled Spear	2"	1	4+	4+	-	1
Tusks and Hooves	1"	4	4+	3+	-	1

### DESCRIPTION

A unit of Beastmen Tuskgor Chariots has any number of models. Each Tuskgor Chariot has a crew of 1 Bestigor and 1 Gor. The Bestigor is armed with a Despoiler Axe, and the Gor is armed with a Gnarled Spear.

**MOUNT:** This unit's Tuskhors attack with their Tusks and Hooves.

### ABILITIES

**Chariot Charge:** You can re-roll charge rolls for this unit. In addition, add 1 to the Attacks characteristic of this unit's melee weapons in a turn in which it made a charge move.

**Despoilers:** Add 1 to hit rolls for attacks made with a Despoiler Axe that target enemy units with 10 or more models. In addition, you can re-roll hit rolls of 1 for attacks made with a Despoiler Axe that target **EMPIRE** units.

KEYWORDS

BEASTMEN, HERD, TUSKGOR CHARIOTS



## WARSCROLLS

# BEASTMEN CHAOS WARHOUNDS



### MELEE WEAPONS

Slavering Jaws

Range

1"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

### DESCRIPTION

A unit of Beastmen Chaos Warhounds has any number of models, each armed with Slavering Jaws.

### ABILITIES

**Outrunners of Chaos:** In your movement phase, if you declare that this unit will run, do not make a run roll. Instead, add 6" to the Move characteristic of all models in this unit for that phase.

KEYWORDS

BEASTMEN, CHAOS WARHOUNDS

## WARSCROLLS

# MINOTAURS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Minotaur Axe	1"	3	4+	3+	-1	2
Minotaur Great Axe	1"	2	4+	3+	-2	3
Minotaur Horns	1"	2	4+	4+	-	1

### DESCRIPTION

A unit of Minotaurs has any number of models. The unit is armed with one of the following weapon options: Minotaur Horns and pair of Minotaur Axes; Minotaur Horns, Minotaur Axe and carrying a Bullshield; or Minotaur Horns and Minotaur Great Axe.

**BLOODKINE:** The leader of this unit is a Bloodkine. Add 1 to the Attacks characteristic of a Bloodkine's Minotaur Axe or Minotaur Great Axe.

**DRUMMER:** 1 in every 3 models in this unit can be a Drummer. Add 1 to charge rolls for this unit while it includes any Drummers.

**BANNER BEARER:** 1 in every 3 models in this unit can be a Banner Bearer. While this unit includes any Banner Bearers, add 1 to the Bravery characteristic of this unit for each enemy unit within 12" of this unit.

### ABILITIES

**Bloodgreed:** Each unmodified wound roll of 6 for attacks made by this unit inflicts 1 mortal wound on the target in addition to any normal damage.

**Pair of Minotaur Axes:** You can re-roll hit rolls of 1 for attacks made with a pair of Minotaur Axes.

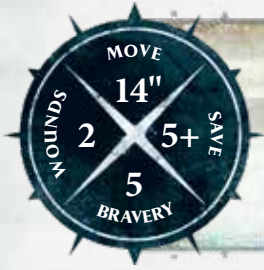
**Bullshields:** Add 1 to save rolls for attacks made with melee weapons that target a unit with Bullshields.

KEYWORDS

BEASTMEN, MINOTAUR, MINOTAURS

## WARSCROLLS

# CENTIGOR HERD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Centigor Throwing Axe	6"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Centigor Great Weapon	2"	2	4+	3+	-1	1
Centigor Spear	2"	2	4+	4+	-	1
Clawed Forelimbs	1"	2	5+	5+	-	1

### DESCRIPTION

A Centigor Herd unit has any number of models. The unit is armed with one of the following weapon options: Centigor Spear, Clawed Forelimbs and Beastbuckler; Centigor Great Weapon and Clawed Forelimbs. Any number of models can also be armed with a Centigor Throwing Axe.

**GOREHOOF:** The leader of this unit is a Gorehoof. Add 1 to the Attacks characteristic of a Gorehoof's Centigor Spear or Centigor Great Weapon.

**BRAYHORN:** 1 in every 5 models in this unit can have a Brayhorn. This unit can run and still charge later in the same turn while it includes any Brayhorns.

**BANNER BEARER:** 1 in every 5 models in this unit can be a Banner Bearer. This unit can move an extra 1" when it runs or piles in while it includes any Banner Bearers.

### ABILITIES

**Beastbucklers:** Add 1 to save rolls for attacks made with melee weapons that target a unit with Beastbucklers.

**Charging Spear:** You can re-roll failed wound rolls for attacks made with this unit's Centigor Spears if it made a charge move in the same turn.

**Drunken Revelry:** At the start of your hero phase, you can say that this unit is drinking wildly. If you do so, until your next hero phase, add 1 to hit rolls for attacks made by this unit and attacks that target this unit.

KEYWORDS

BEASTMEN, CENTIGOR, CENTIGOR HERD



## WARSCROLLS

# HARPIES



### MELEE WEAPONS

Claws and Fangs

Range

1"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

### DESCRIPTION

A unit of Harpies has any number of models, each armed with Claws and Fangs.

**FLY:** This unit can fly.

### ABILITIES

**Prey Upon the Weak:** If an enemy unit fails a battleshock test within 3" of any friendly units with this ability, add D3 to the number of models that flee.

KEYWORDS

BEASTMEN, HARPIES

# BESTIGOR HERD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Despoiler Axe	1"	2	4+	3+	-1	1

## DESCRIPTION

A Bestigor Herd unit has any number of models, each armed with a Despoiler Axe.

**GOUGE-HORN:** The leader of this unit is a Gouge-horn. Add 1 to the Attacks characteristic of a Gouge-horn's Despoiler Axe.

**BRAYHORN:** 1 in every 10 models in this unit can have a Brayhorn. This unit can run and still charge later in the same turn while it includes any Brayhorns.

**BANNER BEARER:** 1 in every 10 models in this unit can be a Banner Bearer. This unit can move an extra 1" when it runs or piles in while it includes any Banner Bearers.

**Bestial Charge:** Add 1 to the Attacks characteristic of this unit's melee weapons if it made a charge move in the same turn.

## ABILITIES

**Despoilers:** Add 1 to hit rolls for attacks made by this unit that target enemy units with 10 or more models. In addition, you can re-roll hit rolls of 1 for attacks by this unit that target **EMPIRE** units.

KEYWORDS

BEASTMEN, HERD, BESTIGOR HERD

## WARSCROLLS

# RAZORGOR HERD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Large Tusks and Hooves	1"	4	4+	3+	-1	1

### DESCRIPTION

A Razorgor Herd unit has any number of models, each armed with Large Tusks and Hooves.

### ABILITIES

**Uncontrollable Stampede:** You can re-roll charge rolls for this unit. In addition, if this unit made a charge move in the same turn, an unmodified hit roll of 6 for an attack made by this unit inflicts 1 mortal wound on the target in addition to any normal damage.

### KEYWORDS

BEASTMEN, RAZORGOR HERD



## WARSCROLLS

# BEASTMEN CYGOR



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Desecrated Boulder		☼	1	4+	2+	-2	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Horns		2"	☼	4+	3+	-1	1

Wounds Suffered	DAMAGE TABLE		
	Move	Desecrated Boulder	Massive Horns
0-3	8"	18"	8
4-6	6"	15"	7
7-9	5"	12"	5
10-12	4"	6"	4
13+	3"	3"	2

### DESCRIPTION

A Beastmen Cygor is a single model armed with Massive Horns and a Desecrated Boulder.

### ABILITIES

**Soul-eater:** This model can attempt to unbind 2 spells in the enemy hero phase in the same manner as a **WIZARD**. In addition, each time it unbinds a spell, the caster suffers 1 mortal wound and you can heal 1 wound allocated to this model.

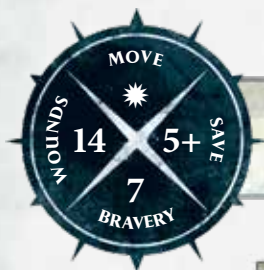
**Ghostsight:** You can re-roll failed hit rolls for attacks made by this model that target a **WIZARD**.

### KEYWORDS

BEASTMEN, MINOTAUR, MONSTER, CYGOR

## WARSCROLLS

# BEASTMEN GHORGON



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Butchering Blades	2"	*	3+	3+	-1	3
Huge Slaving Maw	1"	1	4+	*	-1	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Butchering Blades	Huge Slaving Maw
0-3	8"	5	2+
4-6	6"	4	3+
7-9	5"	3	3+
10-12	4"	2	4+
13+	3"	1	4+

### DESCRIPTION

A Beastmen Ghorgon is a single model armed with Butchering Blades and a Huge Slaving Maw.

### ABILITIES

**Ravenous Bloodgreed:** Each unmodified wound roll of 6 for attacks made by this model inflicts D3 mortal wounds on the target in addition to any normal damage.

**Swallow Whole:** Each time this model attacks, you can pick an enemy model within 1" of this model after all of this model's attacks have been resolved and roll a dice. If the roll is equal to or greater than that enemy model's Wounds characteristic, it is slain.

### KEYWORDS

BEASTMEN, MINOTAUR, MONSTER, GHORGON

## WARSCROLLS

# BEASTMEN CHAOS SPAWN



### MELEE WEAPONS

Freakish Mutations

Range

1"

Attacks

2D6

To Hit

4+

To Wound

4+

Rend

-

Damage

1

### DESCRIPTION

A unit of Beastmen Chaos Spawn has any number of models, each armed with Freakish Mutations.

### ABILITIES

**Curse of the Dark Gods:** You can choose one of the following keywords for this unit the first time it is set up: **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH**.

**Writhing Tentacles:** If you roll a double when determining the number of attacks made by a **BEASTMEN CHAOS SPAWN**'s Freakish Mutations, add 1 to hit and wound rolls for attacks made by that model until the end of the phase.

### KEYWORDS

BEASTMEN, CHAOS SPAWN



# WARSCROLLS

## GIANT



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Club	3"	*	3+	3+	-1	1
Vicious 'Eadbutt	1"	1	4+	3+	-3	*
Mighty Kick	2"	1	3+	3+	-2	D3

### DAMAGE TABLE

Wounds Suffered	Move	Massive Club	Vicious 'Eadbutt
0-2	8"	3D6	6
3-4	6"	2D6	D6
5-7	5"	2D6	D3
8-9	4"	D6	D3
10+	3"	D6	1

### DESCRIPTION

A Giant is a single model armed with a Massive Club, Vicious 'Eadbutt and Mighty Kick.

### ABILITIES

**Timber!:** If this model is slain, before removing the model from the battlefield the players must roll off. The player who wins the roll-off picks a point on the battlefield 3" from this model. Each unit within 2" of that point suffers D3 mortal wounds. This model is then removed from the battlefield.

**Stuff 'Em In Me Bag:** After this model piles in, you can pick an enemy model within 3" of this model and roll a dice. If the roll is equal to or greater than double that enemy model's Wounds characteristic, it is slain.

**Drunken Stagger:** If a charge roll for this model is a double, this model cannot make a charge move that phase. In addition, the players must roll off. The player who wins the roll-off picks a point on the battlefield 3" from this model. Each unit within 2" of that point suffers D3 mortal wounds.

**Whipped into a Frenzy:** At the start of the combat phase, if this model is within 3" of any friendly **BEASTMEN HEROES**, you can whip it into a frenzy. If you do so, this model suffers 1 mortal wound, but you can add 1 to the Attacks characteristic of this model's melee weapons until the end of that phase.

### KEYWORDS

BEASTMEN, MONSTER, GIANT

## WARSCROLLS

# BEASTMEN JABBERSLYTHE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slythey Tongue	9"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vorpal Claws	1"	6	3+	3+	-2	1
Spiked Tail	3"	1	4+	3+	-1	D3

### DESCRIPTION

A Beastmen Jabberslythe is a single model armed with a Slythey Tongue, Vorpal Claws and a Spiked Tail.

**FLY:** This unit can fly.

### ABILITIES

**Aura of Madness:** At the start of your hero phase, roll a dice for each enemy unit that is within 6" of any friendly **BEASTMEN JABBERSLYTHES**. On a 6 that unit cannot attempt to cast or unbind spells, move, or attack until the start of your next hero phase.

**Spurting Bile Blood:** Roll a dice each time a wound is allocated to this model that was inflicted by a melee weapon. On a 4+ the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

### KEYWORDS

BEASTMEN, MONSTER, JABBERSLYTHE

## WARSCROLLS

# RAZORGOR CHARIOTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Despoiler Axe	1"	2	4+	3+	-1	1
Gnarled Spear	2"	1	4+	4+	-	1
Large Tusks and Hooves	1"	4	4+	3+	-1	1

### DESCRIPTION

A unit of Razorgor Chariots has any number of models. Each Razorgor Chariot has a crew of 1 Bestigor and 1 Gor. The Bestigor is armed with a Despoiler Axe, and the Gor is armed with a Gnarled Spear.

**MOUNT:** This unit's Razorgors attacks with their Large Tusks and Hooves.

### ABILITIES

**Chariot Charge:** You can re-roll charge rolls for this unit. In addition, add 1 to the Attacks characteristic of this unit's melee weapons in a turn in which it made a charge move.

**Despoilers:** Add 1 to hit rolls for attacks made with a Despoiler Axe that target enemy units with 10 or more models. In addition, you can re-roll hit rolls of 1 for attacks made with a Despoiler Axe that target **EMPIRE** units.

**Uncontrollable Stampede:** If this unit made a charge move in the same turn, an unmodified hit roll of 6 for an attack made by this unit's Large Tusks and Hooves inflicts 1 mortal wound on the target in addition to any normal damage.

### KEYWORDS

BEASTMEN, HERD, RAZORGOR CHARIOTS