

Beastmen Raiders

By Shadowlord Tuomas Virenen

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 recognised 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 civilisation 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.

Gors: Your warband may include up to three Gors.

Ungor: Any number of models may be Ungor.

Minotaur: Your Warband may include a single Minotaur.

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

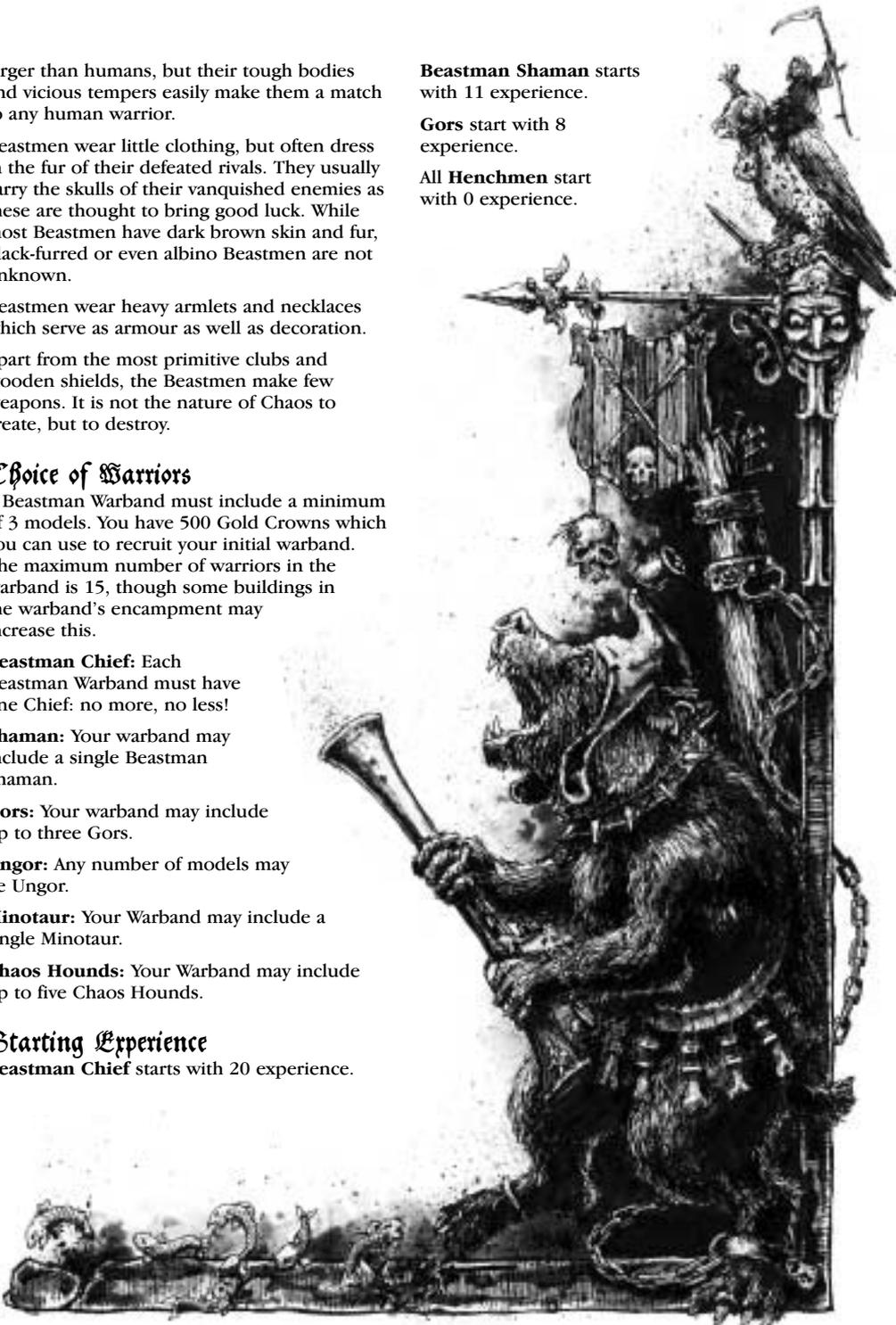
Starting Experience

Beastman Chief starts with 20 experience.

Beastman Shaman starts with 11 experience.

Gors start with 8 experience.

All **Henchmen** start with 0 experience.



Beastman equipment lists

The following lists are used by Beastman warbands to pick their weapons:

GOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Battle Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Halberd	10 gc

Missile Weapons

None

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

UNGOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Battle Axe	5 gc
Spear	5 gc

Missile Weapons

None

Armour

Shield	5 gc
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Beastman skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Chief	✓			✓	✓	✓
Shaman	✓				✓	✓
Gor	✓			✓		✓



Heroes

1 Beastman Chieftain

85 gold crowns to hire

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	3	4	2	4	1	8

Weapons/Armour: The Beastman Chieftain may be equipped with weapons and armour chosen from the Gor 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

55 gold crowns to hire

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	4	2	3	1	7

Weapons/Armour: Beastman Shamans may be equipped with weapons chosen from the Gor 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.

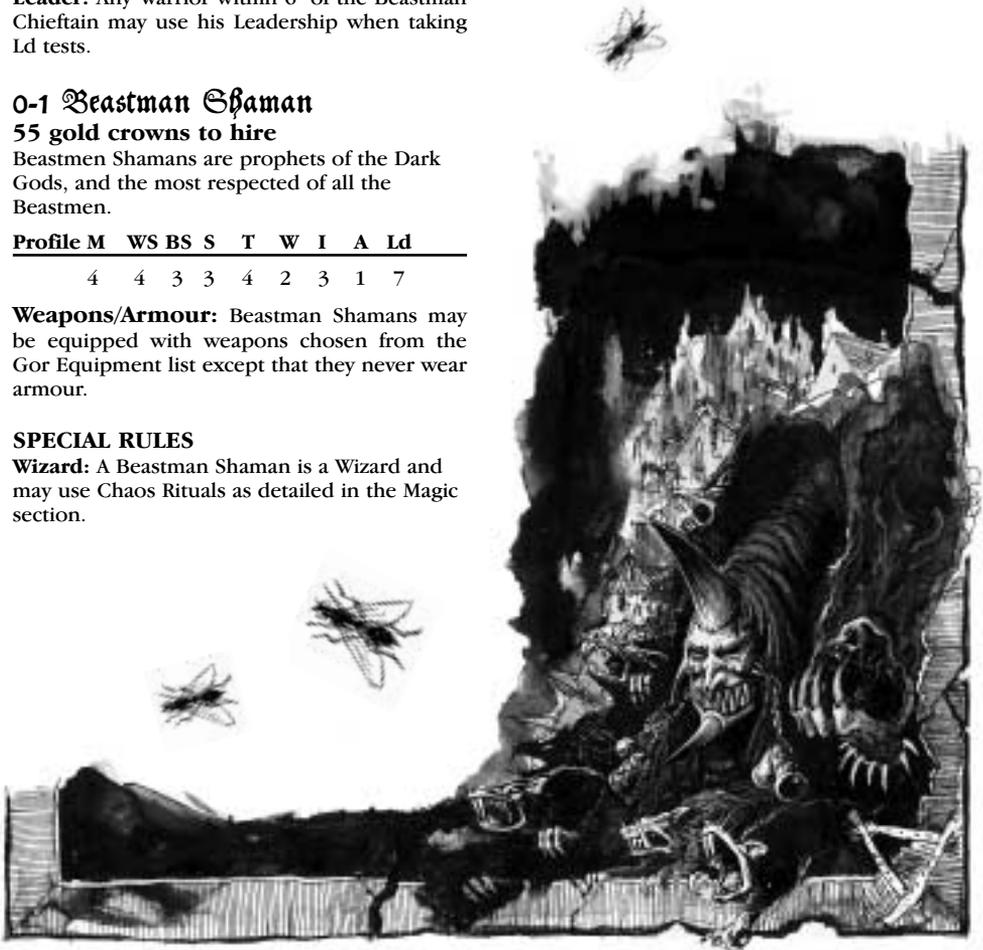
0-3 Beastman Gors

45 gold crowns to hire

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	4	2	3	1	7

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



Genchmen (Bought in groups of 1-5)

Ungor

15 gold crowns to hire

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	4	1	3	1	6

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

Maximum Profile

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

Chaos Hounds

60 gold crowns to hire

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	4	1	3	2	6

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.



Beastman Chieftain

0-1 Minotaur

250 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.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	3	4	4	3	3	2	9

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

SPECIAL RULES

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

Large: Any model may shoot at a Minotaur, even if it is not the closest target.

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

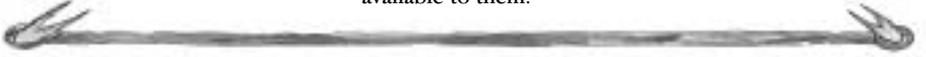
Profile	M	WS	BS	S	T	W	I	A	Ld
	6	7	6	5	5	5	6	5	10



Gor Warrior

Beastmen Special Skills

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



Massive Strength

The bestial hero is titanic in size and may use a double-handed weapon in one hand.

Mutant

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

Fearless

Immune to *Fear*, *Terror* 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.

Man-things are weak now, and ripe for plunder. Their stone butts are ruined by the rock of the Gods. The forests will claim them again, and which was once ours, will be so again.

The Gods call us for the Great Brayberd. Now we must go. All puny man-things shall die and the stones of Chaos shall be brought to the Herdstones.



(left) Mighty bull-headed Minotaur
(above) a lowly Ungor warrior