



BEASTMEN



WARSCROLLS
COMPENDIUM

INTRODUCTION

The haunted forests and wastelands of the realms are home to savage creatures that live only to trample and despoil. Some call them the horned ones, others the true children of Chaos, but to mortal men they are known as

Beastmen. When the horns of battle call, the warherds mass alongside their bull-headed brethren to fight alongside the armies of Chaos. The only reward they seek is the chance to wreak utter havoc upon everything in their path.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

1 GORTHOR THE BEASTLORD

2

3 **MELEE WEAPONS**

	Range	Attacks	To Hit	To Wound	Reid	Damage
The Impaler	1"	6	3+	3+	-1	1
Tuskgor's Tusks and Hooves	1"	4	4+	3+	-	1
Braggar the Tamer's Beastspear	1"	2	4+	4+	-	1

4 **DESCRIPTION**
Gorthor is a single model. He is armed with the Impaler. He rides upon a chariot pulled by a pair of Tuskgor's, the attack with blood-soaked Tusks and Hooves. The chariot is driven by Bragger the Tamer, who fights with a gore-encrusted Beastspear.

5 **ABILITIES**
Skull of Mephor: In the hero phase, you can either heal 1 wound suffered by Gorthor or inflict 1 mortal wound on an enemy unit within 10" of Gorthor.

6 **COMMAND ABILITY**
Gore-soaked Champions: If Gorthor uses this ability, then until your next hero phase, all BRAYHERD units in your army can add 1 to their charge, run and hit rolls whilst they are within 10" of him.

7 **KEYWORDS** CHAOS, BEASTMAN, BRAYHERD, HERO, BEASTLORD, GORTHOR

8 KHAZRAK THE ONE-EYE

9

10 **MELEE WEAPONS**

	Range	Attacks	To Hit	To Wound	Reid	Damage
Gore Blade	3"	6	3+	3+	-	1

11 **DESCRIPTION**
Khazrak the One-Eye is a single model. He is armed with a Gore Blade in one hand and a felful magical whip called Scavage in the other. He is protected from harm and enemy spells by the Dark Mail, a suit of black iron.

12 **ABILITIES**
The Dark Mail: Your opponent must succeed on 2 failed hit rolls to make for a Wizard that is within 12" of Khazrak.

13 **COMMAND ABILITY**
Hatred of Heroes: You can re-roll failed wound rolls for Khazrak when he targets a HERO.

14 **KEYWORDS** CHAOS, BEASTMAN, BRAYHERD, HERO, BEASTLORD, GORTHOR

15 CYGOR

16

17 **MELEE WEAPONS**

	Range	Attacks	To Hit	To Wound	Reid	Damage
Hurl Boulder	1"	4+	2+	2+	-	1
Massive Horns	1"	4+	3+	3+	-	1

18 **MELEE WEAPONS**

	Range	Attacks	To Hit	To Wound	Reid	Damage
Massive Horns	1"	4+	3+	3+	-	1

19 **DAMAGE TABLE**

Wounds Suffered	Move	Strength	Massive Horns	Hurl Boulder
0-2	8"	8	15"	15"
3-4	6"	7	12"	12"
5-7	5"	5	8"	8"
8-9	4"	4	4"	4"
10+	3"	3	3"	3"

20 **DESCRIPTION**
A Cygor is a single model. Though practically blind, Cygor's Hurl Boulders, chunks of rock or the remnants of fallen buildings at night, often targeting Wizards, who blaze like beacons before their supernatural sight. A Cygor also opens Massive Horns, that it uses to gore the enemy to death.

21 **ABILITIES**
Soul-utter: A Cygor can attempt to unleash 2 spells in each enemy hero phase in the same manner as a wizard. If it unleashes a spell, then the caster of the spell suffers 1 mortal wound and the Cygor's back a wound.

22 **COMMAND ABILITY**
Chthonic Sight: You can re-roll all failed hit rolls for a Cygor if the target of the attack is a WIZARD.

23 **KEYWORDS** CHAOS, BULLGOR, WARHERD, MONSTER, CYGOR

GORTHOR THE BEASTLORD



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 Beastspear	1"	2	4+	4+	-	1

DESCRIPTION

Gorthor is a single model. He is armed with the Impaler. He rides into battle in a chariot pulled by a pair of Tuskgor's that attack with blood-soaked Tusks and Hooves. The chariot is driven by Bagrar the Tamer, who fights with a gore-encrusted Beastspear.

ABILITIES

Skull of Magrar: In the hero phase, you can either heal 1 wound suffered by

Gorthor or inflict 1 mortal wound on an enemy unit within 10" of Gorthor.

The Impaler: If Gorthor makes a charge move, you can inflict D3 mortal wounds on one enemy unit that is within 1" of him after the charge is completed.

Tuskgor Charge: You can re-roll charge rolls for Gorthor. In addition, you can re-roll all failed hit rolls made for Gorthor if he charged this turn.

Hatred of Heroes: You can re-roll failed wound rolls for the Impaler when Gorthor targets a **HERO**.

COMMAND ABILITY

Gore-soaked Champion: If Gorthor uses this ability, then until your next hero phase, all **BRAYHERD** units in your army can add 1 to their charge, run and hit rolls whilst they are within 16" of him.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, HERO, BEASTLORD, GORTHOR

KHAZRAK THE ONE-EYE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scourge	3"	See below	3+	4+	-	1
Gor Blade	1"	6	3+	3+	-	1

DESCRIPTION

Khazrak the One-eye is a single model. He is armed with a Gor Blade in one hand and a lethal magical whip called Scourge in the other. He is protected from harm and enemy spells by the Dark Mail, a suit of enchanted armour.

ABILITIES

The Dark Mail: Your opponent must subtract 3 from any casting rolls he makes for a **WIZARD** that is within 12" of Khazrak.

The Scourge: When Scourge is used to attack, Khazrak makes a number of attacks equal to the number of enemy models that are within its range.

Hatred of Heroes: You can re-roll failed wound rolls for Khazrak when he targets a **HERO**.

COMMAND ABILITY

Bestial Cunning: If Khazrak uses this ability, then all **BRAYHERD** units from your army that are within 16" of him at the start of your next Movement phase can retreat and still charge this turn.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, HERO, BEASTLORD, KHAZRAK THE ONE-EYE

BEASTLORD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Man-ripper Axe	1"	6	3+	3+	-1	1
Man-render Great Axe	1"	3	3+	3+	-2	2

DESCRIPTION

A Beastlord is a single model. Some Beastlords are armed with two Man-ripper Axes, while others carry a single Man-render Great Axe to better cleave their foe; others enter battle armed with a Man-ripper Axe in one hand and carrying a heavy Brayshield in the other.

ABILITIES

Dual Axes: An extra weapon allows a warrior to brutally hack at the foe, making it harder for the target to evade the hit. You can re-roll hit rolls of 1 for a model armed with more than one Man-ripper Axe.

Brayshield: A Beastlord with a Brayshield has a save of 3+ in the combat phase.

Hatred of Heroes: You can re-roll failed wound rolls for a Beastlord when he targets a **HERO**.

COMMAND ABILITY

Grisly Trophy: A Beastlord can use this ability if any attacks it made in the previous turn resulted in an enemy model being slain. If he does so, then until your next hero phase, all **BRAYHERD** units in your army can add 1 to their charge, run and hit rolls whilst they are within 16" of him.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, HERO, BEASTLORD

WARGOR STANDARD BEARER



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

DESCRIPTION

A Wargor Standard Bearer is a single model. He is armed with a brutal Gor Axe and carries a great Beast Standard stitched together from the flayed skins of defeated enemies and adorned with the skulls and heads of his many victims.

ABILITIES

Braying Warcry: Red-hot rage festers in the savage minds of Wargors, their only desire to rend and destroy. You can add 1 to all hit rolls made for a Wargor if, before rolling the dice, you let loose a primal warcry. Your warcry must use no actual words, but angry grunts and raging snorts are encouraged.

Beast Standard: In your hero phase, a Wargor can plant his Beast Standard and unleash the bestial power contained within. If he does so, you may not move the Wargor until your next hero phase, but you can add 1 to any wound rolls made in the combat phase for all **BRAYHERD** models from your army whilst their unit is within 16" of the Beast Standard.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, HERO, TOTEM, WARGOR STANDARD BEARER

MALAGOR, THE DARK OMEN



SPELLS	Range	Attacks	To Hit	To Wound	Rend	Damage
Carrion Viletide	24"	4D6	2+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crowfather's Staff	2"	2	4+	4+	-1	D3

DESCRIPTION

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

FLY

Malagor can fly.

ABILITIES

Unholy Power: If Malagor successfully casts a spell, add 1 to his next casting or unbinding roll.

Harbinger of Disaster: Roll 2 dice for each enemy unit within 3" of Malagor at the start of the combat phase. If the total is higher than the unit's Bravery, it cannot attack Malagor in that combat phase.

MAGIC

Malagor 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

This spell summons a vile wave of crawling, biting, stinging creatures that swarm over the foe. Viletide has a casting value of 6. If successfully cast, Malagor can immediately make an attack using the Carrion Viletide profile above.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, HERO, WIZARD, GREAT BRAY-SHAMAN, MALAGOR

GREAT BRAY-SHAMAN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fetish Staff	2"	1	4+	4+	-1	D3

DESCRIPTION

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

ABILITIES

Infuse with Bestial Vigour: All **BRAYHERD** units from your army that are within 8" of a Great Bray-Shaman at the start of your movement phase can move an extra 3" that phase.

MAGIC

A Great Bray-Shaman is a wizard. He can attempt to cast 1 spell in each of your own hero phases, and attempt to unbind 1 spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Savage Dominion spells.

SAVAGE DOMINION

The shaman sends his mind winging into the wilds and possesses the largest creature he can find and bend to his will. Savage Dominion has a casting value of 9. If successfully cast, you can summon one **MONSTER** and add it to your army. Set up the summoned model within 6" of the edge of the battlefield and more than 9" from any enemy models. This counts as its move for the upcoming movement phase.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, HERO, WIZARD, GREAT BRAY-SHAMAN

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 single model armed with a Twisted Staff.

ABILITIES

Spirit-essence of Chaos: In your hero phase, you may select one model from your army within 12" of Morghur and roll a dice. The selected model is slain, but on a roll of 4 or more it is replaced with a **CHAOS SPAWN** under your control.

Aura of Transmutation: Morghur cannot be attacked or affected by spells unless the attacker or spell caster is within 12". In addition, roll a dice for each enemy unit that is within 3" of Morghur at the start of the combat phase. On a roll of 4 or more that unit suffers 1 mortal wound.

MAGIC

Morghur is a wizard. He can attempt to cast 2 different spells in each of your hero phases, and attempt to unbind 2 different spells in each enemy hero phase. He

knows the Arcane Bolt, Mystic Shield and Devolve spells.

DEVOLVE

Morghur twists and mutates his victims psyche until only savage and animalistic parts remain and they are left mindless, growling beasts. Devolve has a casting value of 6. If cast successfully, pick a **HERO** within 16" and roll two dice. For each point that the total exceeds that model's Bravery, it suffers a mortal wound.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, HERO, WIZARD, MORGHUR

GORS



MELEE WEAPONS

Gor Blade

Range

1"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Gors has 10 or more models. Some units wield two Gor Blades, while others fight with a Gor Blade and Beastshield.

FOE-RENDER

The leader of this unit is a Foe-render. A Foe-render makes 2 attacks rather than 1.

BRAYHORN

Models in this unit may have Brayhorns. A unit that includes any Brayhorns can run and charge in the same turn.

BANNER BEARER

Models in this unit may be Banner Bearers. While a Banner Bearer still stands, its unit can move an extra 1" each time runs or piles in.

ABILITIES

Rend and Tear: Wielding two weapons gives a warrior a better chance of landing a blow. You can re-roll hit rolls of 1 for models armed with more than one Gor Blade.

Beastshields: Units with Beastshields have a save of 4+ in the combat phase.

Anarchy and Mayhem: Roll a dice before this unit piles in. Add 1 to the roll if the unit is within 8" of any **BRAYHERD HERO** from your army, and add a further 1 if the unit has 20 or more models. If the result is 4 or more, you can add 1 to all wound rolls for the unit in that combat phase. If the result is a 6 or more, all models in the unit make 1 extra attack with their Gor Blades as well.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, GORS

BESTIGORS



MELEE WEAPONS

Bestigor Great Axe

Range

1"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Bestigors has 5 or more models. They are armed with Bestigor Great Axes.

GOUGE-HORN

The leader of this unit is a Gouge-horn. A Gouge-horn makes 3 attacks rather than 2.

BANNER BEARER

Models in this unit may be Banner Bearers. While a Banner Bearer still stands, its unit can move an extra 1" each time runs or piles in.

BRAYHORN

Models in this unit may have Brayhorns. A unit that includes any Brayhorns can run and charge in the same turn.

ABILITIES

Despoilers: You can add 1 to the hit roll made for a Bestigor if it is attacking a model carrying a **TOTEM** or a unit that includes any standard bearers, banner bearers, icon bearers or flag wavers.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, BESTIGORS

TUSKGOR CHARIOTS



MELEE WEAPONS

Bestigor Crew Great Axe

Range

1"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

Ungor Crew Shortspear

Range

2"

Attacks

1

To Hit

5+

To Wound

4+

Rend

-

Damage

1

Tuskgor's Tusks and Hooves

Range

1"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-

Damage

1

DESCRIPTION

A unit of Tuskgor Chariots has any number of models. Each chariot is crewed by a Bestigor armed with a bloody Great Axe and an Ungor with a Shortspear, and is pulled into battle by blood-frenzied Tuskgor's that maul their enemies with their Tusks and Hooves.

ABILITIES

Tuskgor Charge: You can re-roll charge rolls for Tuskgor Chariots. In addition, you can re-roll all failed hit rolls made for a Tuskgor Chariot if its unit charged this turn.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, TUSKGOR CHARIOTS

UNGORS



MELEE WEAPONS

Ungor Maul

Ungor Shortspear

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

4+

-

1

2"

1

5+

4+

-

1

DESCRIPTION

A unit of Ungors has 10 or more models. Units of Ungor go to war armed either with Ungor Mauls or Ungor Shortspears, and carrying Half-shields.

HALFHORN

The leader of this unit is a Halfhorn. A Halfhorn makes 2 attacks rather than 1.

BANNER BEARER

Models in this unit may be Banner Bearers. While a Banner Bearer still stands, its unit can move an extra 1" each time runs or piles in.

BRAYHORN

Models in this unit may have Brayhorns. A unit that includes any Brayhorns can run and charge in the same turn.

ABILITIES

Baying Hatred: You can re-roll hit rolls of 1 for Ungors in the combat phase if the unit has 20 or more models, or re-roll hit rolls of 1 and 2 if it has 30 or more models.

Half-shields: Units with Half-shields have a save of 5+ in the combat phase.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, UNGORS

UNGOR RAIDERS



MISSILE WEAPONS

Raider Bow

MELEE WEAPONS

Ungor Dagger

Range

Attacks

To Hit

To Wound

Rend

Damage

18"

1

4+

4+

-

1

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

5+

5+

-

1

DESCRIPTION

A unit of Ungor Raiders has 10 or more models. They are armed with Raider Bows and Ungor Daggers.

HALFHORN

The leader of this unit is a Halfhorn. You can add 1 to hit rolls made for a Halfhorn.

BRAYHORN

Models in this unit may have Brayhorns. An Ungor Raiders unit that includes any Brayhorns can run and shoot in the same turn.

BANNER BEARER

Models in this unit may be Banner Bearers. While a Banner Bearer still stands, its unit can move an extra 1" each time runs or piles in.

ABILITIES

Vile Invaders: After set-up is complete, you can make a bonus move with this unit as if it were moving in the movement phase.

Baying Anger: You can re-roll hit rolls of 1 for Ungor Raiders in the shooting phase if the unit has 20 or more models, or re-roll hit rolls of 1 and 2 if it has 30 or more models.

KEYWORDS

CHAOS, BEASTMAN, BRAYHERD, UNGOR RAIDERS

DOOMBULL



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Doombull Axe	1"	4	3+	3+	-1	2
Doombull Great Axe	1"	3	3+	3+	-2	3

DESCRIPTION

A Doombull is a single model. Some Doombulls charge at their foe with a Doombull Axe, carrying a Bullshield in their other hand; others storm enemy lines with a pair of Doombull Axes, or hack the mightiest foes apart with a massive Doombull Great Axe.

ABILITIES

Bloodgreed: Each time you roll a wound roll of 6 or more for a Doombull's attack it becomes filled with bloodgreed and can immediately make 1 extra attack with its melee weapon.

Slaughter Storm: An extra weapon allows a Doombull to brutally hack through even more foes. A Doombull equipped with a pair of Doombull Axes makes 5 attacks instead of 4.

Bullshield: A Doombull with a Bullshield has a save of 4+ in the combat phase.

COMMAND ABILITY

Slaughterer's Call: If a Doombull uses this ability, then until your next hero phase you can add 1 to all wound rolls made for **WARHERD** units in your army that are within 16" of this model when they attack in the combat phase.

KEYWORDS

CHAOS, BULLGOR, WARHERD, HERO, DOOMBULL

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

DESCRIPTION

A unit of Minotaurs has 3 or more models. Some units of Minotaurs hew down their foes with Minotaur Great Axes; other units wield Minotaur Axes and towering Bullshields, while some storm the foe with a Minotaur Axe in each hand.

BLOODKINE

The leader of this unit is a Bloodkine. A Bloodkine makes 4 attacks rather than 3 with a Minotaur Axe, and makes 3 attacks rather than 2 with a Minotaur Great Axe.

WARHERD DRUMMER

Models in this unit may be Warherd Drummers. Add 1 to the charge rolls of a unit that includes any Warherd Drummers for each enemy unit within 12".

WARHERD BANNER BEARER

Models in this unit may be Warherd Banner Bearers. Add 1 to the Bravery of a unit that includes any Warherd Banner Bearers for each enemy unit within 12".

ABILITIES

Bloodgreed: Each time you roll a wound roll of 6 or more for a Minotaur's attack it can immediately make 1 extra attack with its melee weapon.

Dual Axes: You can re-roll hit rolls of 1 for models armed with more than one Minotaur Axe, as they have a better chance of landing a blow.

Bullshields: Units with Bullshields have a save of 4+ in the combat phase.

KEYWORDS

CHAOS, BULLGOR, WARHERD, MINOTAURS

CYGOR



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurl Boulder	☀	1	4+	2+	-2	D6

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Horns	2"	☀	4+	3+	-1	1

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

DESCRIPTION

A Cygor is a single model. Though practically blind, Cygors Hurl Boulders, chunks of rock or the remnants of fallen buildings at nearby foes, often targeting Wizards, who blaze like beacons before their unnatural sight. A Cygor also sports Massive Horns that it uses to gore the enemy to death.

ABILITIES

Soul-eater: A Cygor can attempt to unbind 2 spells in each enemy hero phase in the same manner as a wizard. If it unbinds a spell, then the caster of the spell suffers 1 mortal wound and the Cygor heals a wound.

Ghostsight: You can re-roll all failed hit rolls for a Cygor if the target of the attack is a **WIZARD**.

KEYWORDS

CHAOS, BULLGOR, WARHERD, MONSTER, CYGOR

GHORGON



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

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

DESCRIPTION

A Ghorgon is a single model. It is armed with massive Ghorgon Blades that it uses to hack an enemy apart, and it has a Huge Slaving Maw that can devour a foe in a single bite.

ABILITIES

Ravenous Bloodgreed: Each time you roll a wound roll of 5 or more for a Ghorgon's attack it becomes filled with bloodgreed and can immediately make 1 extra attack with the same melee weapon.

Strength from Flesh: A Ghorgon heals D3 wounds at the end of any combat phase in which it inflicted any wounds with its Huge Slaving Maw.

KEYWORDS	CHAOS, BULLGOR, WARHERD, MONSTER, GHORGON
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CENTIGORS



MELEE WEAPONS

Gor Spear

Range

2"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Centigors has 5 or more models. Centigors bear Gor Spears and carry Beastbucklers.

GOREHOOF

The leader of this unit is a Gorehoof. A Gorehoof makes 3 attacks rather than 2.

CENTIGOR BANNER BEARER

Models in this unit may be Centigor Banner Bearers. You can re-roll charge rolls for a unit that includes any Centigor Banner Bearers.

BRAYHORN

Models in this unit may have Brayhorns. A unit that includes any Brayhorns can run and charge in the same turn.

ABILITIES

Beastbucklers: Units with Beastbucklers have a save of 4+ in the combat phase.

Charging Spear: You can re-roll failed wound rolls for Centigors attacking with Gor Spears if they charged in the same turn.

Drunken Courage: Roll a dice for this unit in each battleshock phase. Add the result of the roll to their Bravery until the end of that phase.

KEYWORDS

CHAOS, CENTIGORS

GHORROS WARHOOF



MELEE WEAPONS

Mansmasher

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

Ghorros Warhoof is a single model. He is armed with a mighty warclub named Mansmasher, and wears the Skull of the Unicorn Lord.

ABILITIES

Drunken Courage: Roll a dice for Ghorros Warhoof in each battleshock phase. Add the result of the roll to his Bravery until the end of that phase.

Sons of Ghorros: After set up is complete, you can pick one unit of **CENTIGORS** in your army to be the Sons of Ghorros. You can add 1 to all hit rolls for attacks made by the Sons of Ghorros.

Skull of the Unicorn Lord: Ghorros Warhoof can attempt to unbind two spells in each enemy hero phase as if he were a wizard.

COMMAND ABILITY

Father of Beasts: If Ghorros Warhoof uses this ability, then until your next hero phase, you may add 1 to all wound rolls made for **CENTIGORS** that are within 20" of Ghorros when they attack in the combat phase. Furthermore, when Ghorros Warhoof uses this ability, **CENTIGORS** can choose to use his Bravery instead of their own until your next hero phase.

KEYWORDS

CHAOS, CENTIGOR, HERO, GHORROS WARHOOF

RAZORGORS



MELEE WEAPONS

Tusks and Hooves

Range

1"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Razorgors has any number of models. They attack with gore-encrusted Tusks and Hooves.

ABILITIES

Uncontrollable Stampede: Razorgors must charge if their unit is within 12" of any enemy models in the charge phase. You can re-roll charge rolls for this unit. In addition, add 1 to all hit rolls for models in this unit if they charged earlier in the same turn.

KEYWORDS

CHAOS, RAZORGORS

CHAOS WARHOUNDS



MELEE WEAPONS

Slavering Jaws

Range

1"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Chaos Warhounds has 5 or more models. They attack with fearsome Slavering Jaws.

ABILITIES

Outrunners of Chaos: When this unit runs, add 6" to its Move rather than rolling a dice.

KEYWORDS

CHAOS, CHAOS WARHOUNDS

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 5 or more models. They are armed with razor-sharp Claws and Fangs.

FLY

Harpies can fly.

ABILITIES

Prey Upon the Weak: Roll a dice every time an enemy model flees within 16" of any Harpies. On a roll of 6 an additional model from the same unit is pounced upon and devoured by the Harpies.

KEYWORDS

CHAOS, HARPIES

CHAOS SPAWN



MELEE WEAPONS

Freakish Mutations

Range

1"

Attacks

2D6

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Chaos Spawn has any number of models. They attack with horrific Freakish Mutations.

ABILITIES

Cursed of the Dark Gods: If you wish, when setting up this unit, you can pick one of the following keywords to apply to this unit for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

Writhing Tentacles: If you roll a double when determining the number of attacks made by a Chaos Spawn's Freakish Mutations, resolve those attacks with a To Hit and To Wound characteristic of 3+, instead of 4+.

KEYWORDS

CHAOS, MORTAL, SLAVE TO DARKNESS, CHAOS SPAWN

GIANT



MELEE WEAPONS

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

DAMAGE TABLE

Wounds Suffered	Move	Massive Club	'Eadbutt
0-2	8"	3D6	D6
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. Giants are armed with Massive Clubs, and can also smash a foe by delivering a thunderous 'Eadbutt and a Mighty Kick.

ABILITIES

Timber!: If a Giant is slain, both players roll a dice, and whoever rolls highest decides in which direction the Giant falls (the player commanding the model wins any ties). Place the Giant on its side in the direction in which it falls – any unit (friend or foe) it lands on suffers D3 mortal wounds. Remove the Giant after resolving any damage caused by its falling body.

Stuff 'Em In Me Bag: Immediately before a Giant makes its attacks in the combat phase, pick an enemy model within 1" and then roll a dice. If the result is at least double the enemy model's Wounds characteristic, it is grabbed and stuffed in the Giant's bag 'for later'. The enemy model is treated as being slain.

Drunken Stagger: If you roll a double when making a charge roll for a Giant, it immediately falls over instead of making the charge move. Determine the direction the Giant falls and the damage it causes as if it had been slain (see Timber!), but instead of removing the Giant after resolving the damage caused by its falling body, stand the model back up again as the Giant drunkenly regains its feet!

KEYWORDS

DESTRUCTION, GARGANT, ALEGUZZLER, MONSTER, GIANT

JABBERSLYTHE



MISSILE WEAPONS

Slythey Tongue

Range	Attacks	To Hit	To Wound	Rend	Damage
9"	1	3+	3+	-1	1

MELEE WEAPONS

Vorpall Claws

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	✱	3+	3+	-2	1

Spiked Tail

Range	Attacks	To Hit	To Wound	Rend	Damage
3"	1	4+	✱	-1	D3

DAMAGE TABLE

Wounds Suffered	Move	Vorpall Claws	Spiked Tail
0-1	12"	6	3+
2-3	10"	5	3+
4-5	8"	4	4+
6-7	6"	3	4+
8+	4"	2	5+

DESCRIPTION

A Jabberslythe is a single model. It attacks its prey with its horrible Slythey Tongue, unstoppable Vorpall Claws, and crushing Spiked Tail.

FLY

Jabberslythes can fly.

ABILITIES

Aura of Madness: Roll a dice for each enemy unit that is within 6" of this model at the beginning of your hero phase. On a roll of 6, the unit is overcome by madness until your next hero phase. That unit can't be selected to cast spells, move, attack, charge or pile in.

Spurting Bile Blood: Roll a dice for each wound inflicted upon this model in the combat phase. The unit that made the attack suffers D3 mortal wounds for each roll of 4 or more.

KEYWORDS

CHAOS, MONSTER, JABBERSLYTHE

BEASTMEN

UNGOR RAIDERS AMBUSH

ORGANISATION

An Ungor Raiders Ambush consists of the following units:

- 3 units of Ungor Raiders
- 1 unit of Ungors, Chaos Warhounds or Harpies

ABILITIES

Raider Ambush: Endowed with the cunning of the hunting pack, Beastmen are adept at encircling the foe and attacking from an unexpected direction. Instead of setting up the units in an Ungor Raiders Ambush on the battlefield, you must place them to one side. In your first movement phase you must set up all of these units wholly within 6" of the edges of the battlefield, and more than 9" from any enemy models. This is the unit's move for that movement phase.

Attack the Weak and Injured: You can add 1 to the hit rolls made by any model in an Ungor Raiders Ambush when it targets an enemy unit that has lost at least half of its starting number of models or a **MONSTER** that has suffered at least half of its starting number of Wounds.

BEASTMEN

FURIOUS BRAYHERD

ORGANISATION

A Furious Brayherd consists of the following units:

- 1 Beastlord
- 1 Great Bray-Shaman
- 1 unit of Bestigors, Centigors or Tuskgor Chariots
- 1 unit of Ungors
- 3 units of Gors

ABILITIES

Primal Fury: Goaded on by their chieftains and shamans, the Beastmen become consumed by a savage fury, tearing apart the hated foe. Models from a Furious Brayherd make one extra attack with each of their melee weapons whilst they are within 8" of either their Beastlord or their Great Bray-Shaman. You can also re-roll wound rolls of 1 made for these models whilst they are within 8" of both their Beastlord and their Great Bray-Shaman.

BEASTMEN

BULLGOR STAMPEDE

ORGANISATION

A Bullgor Stampede consists of the following units:

- 1 Doombull
- 3 units of Minotaurs
- 1 Ghorgon

ABILITIES

Bullgor Stampede: When a Bullgor Stampede charges the enemy, it does so with horns lowered, impaling and trampling anything in its path. Roll a dice each time a model from a Bullgor Stampede finishes its charge move within 1" of an enemy unit. On a 4 or more, that enemy unit suffers a mortal wound.

Consumed by Bloodgreed: Bullgor Stampedes are driven mad by the need to gobble down steaming hunks of raw flesh. Models in a Bullgor Stampede that are affected by their Bloodgreed or Ravenous Bloodgreed ability can make 2 extra Attacks with their melee weapon instead of just 1.

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Substitute Warscroll
Gorthor on Foot.....	Beastlord
Taurox, the Brass Bull	Doombull
Beastlord on Chariot.....	Gorthor the Beastlord
Great Bray-Shaman on Chariot.....	Gorthor the Beastlord
Slugtongue	Great Bray-Shaman
Moonclaw, Son of Morrslieb	Great Bray-Shaman
Bray-Shaman	Great Bray-Shaman
Wargor.....	Beastlord
Gorebull.....	Doombull
Ungrol Four-horn	Ungor Halfhorn (see the Ungor Raiders warscroll)
Razorgor Chariot.....	Tuskgor Chariot