

BEASTMEN

BEASTMEN

Beastmen are mutated creatures, warped by the dark power of Chaos itself. They lurk in the marginal lands and in the dark forests. The Forest of Shadows in the Empire is a favourite haunt and a deadly place for even a hardened warrior to venture.

Champions, Musicians & Standard Bearers

Any unit of Gors, Bestigors or Ungors (except skirmishers) in the army may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of Dragon Ogres or Minotaurs may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Gors, Bestigors.

Special Rules

The following special rule applies to the Chaos Beastmen army.

- Beastmen wizards may use the Beasts, Shadow and Death lores of magic from the Warhammer rulebook.

LORDS

BEASTLORD 100 points per model
SHAMAN LORD 180 points per model

	M	WS	BS	S	T	W	I	A	Ld
Beastlord	4	7	3	4	5	3	6	4	9
Shaman Lord	4	4	3	4	4	3	3	1	8

Equipment: Hand weapon. A Shaman Lord may not have other equipment. A Beastlord may have an additional hand weapon (+6 pts), Great weapon (+6 pts), spear (+6 pts) or halberd (+6 pts). He may wear light armour (+3 pts) or heavy armour (+6 pts), and may carry a shield (+3 pts).

A Beastlord or Shaman Lord may ride in a chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.

Special rules: A Shaman Lord is a level 3 wizard. This may be increased to level 4 at a cost of +35 points.

HEROES

CHIEFTAIN 60 points per model
SHAMAN 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chieftain	4	6	3	4	5	2	5	3	8
Shaman	4	4	3	3	4	2	3	1	7

Equipment: Hand weapon. A Shaman may not have other equipment. A Chieftain may have an additional hand weapon (+4 pts), Great weapon (+4 pts), spear (+4 pts) or halberd (+4 pts). He may wear light armour (+2 pts) or heavy armour (+4 pts), and may carry a shield (+2 pts).

One Chieftain may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour. A Battle Standard Bearer may not be your army General.

A Beastman Chieftain or Shaman may ride in a chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.

Special rules: A Shaman is a level 1 wizard. This may be increased to level 2 at a cost of +35 points.

CORE UNITS

GORS 5 points per model
UNGORS 3 points per model

	M	WS	BS	S	T	W	I	A	Ld
Gor	4	4	3	3	4	1	3	1	7
Ungor	4	3	3	3	4	1	3	1	6

Unit Size: 10+

Equipment: Hand weapon. Gors may have halberd (+2 pts), Great weapon (+2 pts) or additional hand weapon (+2 pts). Gors may have light armour (+1 pt). Ungors may have spear (+2 pts). Any may have shield (+1 pt).

0-1 UNITS OF UNGOR SKIRMISHERS 4 points per model

	M	WS	BS	S	T	W	I	A	Ld
Ung. Skirmisher	4	3	3	3	4	1	3	1	6

Unit Size: 5-15

Equipment: Hand weapon. Ungors may have shield (+1 pt).

Special rules: *Skirmish*.

CHAOS HOUNDS 12 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Hound	6	4	0	4	4	1	4	2	5

Unit Size: 5+

Equipment: None.

SPECIAL UNITS

0-1 UNITS OF HARPIES 22 points per model

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

Unit Size: 5-10

Equipment: None.

Special rules: *Flying unit*. They may never be led by characters and cannot use the General's Leadership.

BEASTMAN CHARIOT 70 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	5	-	-	-
Gor	-	4	3	3	-	-	3	1	7
Tuskgor	7	3	-	4	-	-	2	1	-

Unit Size: 1 chariot with 2 Gor crew, pulled by 2 Tuskgors.

Equipment: The chariot has an armour save of 4+. The crew have hand weapons and Great weapons. May have scythed wheels (+15 pts).

0-1 UNITS OF BESTIGORS 11 points per model

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

Unit Size: 10+

Equipment: Hand weapon, halberd and heavy armour. May have shield (+1 pt)

RARE UNITS

MINOTAURS 45 points per model

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

Unit Size: 3+

Equipment: Hand weapon. May have Great weapon (+6 pts) or additional hand weapon (+6 pts). May have light armour (+3 pts).

Special rules: Cause *fear*.

DRAGON OGRES 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre	6	4	0	5	5	4	2	3	8

Unit Size: 3+

Equipment: Hand weapon. May have additional hand weapon (+6 pts) or Great weapon (+6 pts). May have light armour (+3 pts)

Special rules: Cause *fear*. Scaly skin gives an armour save of 5+ which may be combined with light armour for a 4+ armour save.

CHAOS TROLLS 50 points per model

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

Unit Size: 3+

Equipment: Trolls often fight with a large club (hand weapon), though they don't really need one.

Special rules: *Regenerate*, cause *fear*. Instead of their normal

attacks, Trolls of all types may vomit once on a single enemy model in base-to-base contact. Troll vomit is S5, always hits, and allows no armour save.

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Scimitar of Skultar (magic weapon): Attacks with this weapon are counted as being with the killing blow special ability. **50 pts.**

Great Fang (magic weapon): No armour save. **50 pts.**

Axes of Khorgor (magic weapons): A set of two axes. Bearer has an extra attack and may re-roll dice that fail to hit. **75 pts.**

Black Maul (magic weapon): +2S. **40 pts.**

Armour of Bones (magic armour): Gives the wearer a 2+ armour save which cannot be increased by any means. Shaman may wear it and still cast spells. **30 pts.**

Iron Collar (talisman): Ignore first Wound suffered during the battle. **50 pts.**

Heart of Chaos (enchanted item): Bearer subject to frenzy. **25 pts.**

Scythes of Chaos (enchanted item): A chariot which the character rides causes D6+2 impact hits in total. **25 pts.**

Shaman Staff (arcane item): +1 to the casting roll for each spell. **50 pts.**

Beast Banner (magic banner): +1A to all models in the unit (including characters) when the unit charges. **50 pts.**

SKAVEN

Lurking under the mighty cities of the Empire are the rank warrens of the Skaven. Uncountable thousands of Ratmen form vast armies that occasionally burst forth from these tunnels to infest the land.

Champions, Musicians & Standard Bearers

Any unit of Clanrats, Stormvermin, Skavenslaves and Plague Monks may upgrade a model to a Champion, musician or standard bearer for +10 points each. A Champion will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Stormvermin or Plague Monks

Special Rules

The following special rules apply to all characters and troops in a Skaven army.

- Add the current rank bonus of the unit to the Skaven Ld for all Ld tests. Maximum is Ld 10.
- Skaven wizards may use the Shadow, Fire, Beasts and Death lores of magic from the Warhammer rulebook.

LORDS

WARLORD 90 points per model

GREY SEER 230 points per model

VERMIN LORD 475 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warlord	5	6	3	4	4	3	7	4	7
Grey Seer	5	4	3	4	4	3	5	2	7
Vermin Lord	8	8	0	6	6	6	10	6	10

Equipment: Warlords and Grey Seers have a hand weapon. A Grey Seer may not have other equipment. A Warlord may have an additional hand weapon (+6 pts), Great weapon (+6 pts), spear (+6 pts), flail (+6 pts) or halberd (+6 pts). May have a pistol (+10 pts). May wear light armour (+3 pts) or heavy armour (+6 pts), and may carry a shield (+3 pts).

Special Rules: A Vermin Lord counts as 1 Lord choice and 1 Hero choice. The Vermin Lord is a daemon who counts as level 4 wizard, is a large target and causes terror. The Vermin Lord is armed with a Doom Glaive. This does D3 wounds per hit. The Vermin Lord has a 4+ armour save. Note that a Vermin Lord may not have magic items, may not join units and may not be your General.

SKAVEN

A Grey Seer is a level 4 wizard. A Grey Seer may ride a Screaming Bell (+200 pts) which is treated like a chariot except as modified below. The Screaming Bell cannot move on its own. Instead it is pushed along by a Skaven unit of at least 10 models which it joins for the whole battle. The whole unit moves like a chariot (ie cannot march) at their normal rate unless there are less than 10 Skaven pushing it in which case it is slowed by 1" per missing model.

The Screaming Bell is sounded each Skaven Shooting phase while the Grey Seer is alive. Roll a D6 for the effect: 1-2 all Skaven may re-roll any Ld tests this turn, 3-4 cavalry units within 24" of the Bell take a panic test, 5-6 all models on the table with T7 or more suffer D3 Wounds with no armour save allowed.

If the unit with the Screaming Bell charges it will do D3 impact hits in addition to the normal attacks from the Skaven in the unit. If the unit pushing the Bell flees, they abandon it and the Grey Seer who cannot leave it. The Bell cannot move until the unit rallies and rejoins it. The Grey Seer is effectively unbreakable whilst on the Bell.

SCREAMING BELL +200 points

	M	WS	BS	S	T	W	I	A	Ld
Screaming Bell	-	-	-	4	6	5	-	-	-

HEROES

CHIEFTAIN 50 points per model

WARLOCK ENGINEER 60 points per model

PLAGUE PRIEST 85 points per model

ASSASSIN 125 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chieftain	5	5	3	4	4	2	6	3	6
Warlock Eng.	5	3	3	3	3	2	4	1	5
Plague Priest	5	5	3	4	5	2	6	3	6
Assassin	6	6	5	4	4	2	8	3	9

Equipment: Hand weapon. May have an additional hand weapon (+4 pts), Great weapon (+4 pts), spear (+4 pts), flail (+4 pts) or halberd (+4 pts). May have a pistol (+7 pts). A Chieftain or Plague Priest may wear light armour (+2 pts) or heavy armour (+4 pts), and may carry a shield (+2 pts).

One Chieftain may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour. A Battle Standard Bearer may not be your army general.

Special Rules: A Warlock Engineer is a level 1 wizard. This may be increased to level 2 at a cost of +35 points. Plague Priests are subject to *frenzy*.

Assassins start the battle hidden inside any Core unit of troops. Make a note of which one before the armies are deployed. The Assassin may be revealed at the start of any Close combat phase. Remove one Skaven in base contact with the enemy and replace it with the Assassin. The model the Assassin replaces is removed from the game. The Assassin always strikes first on the turn he is revealed, even if the enemy charged. The Ld of an Assassin is never used for the unit to test on. The Assassin makes *poisoned attacks*.



CORE UNITS

CLANRATS 5 points per model

0-1 UNITS OF SKAVENSLAVES 3 points per model

0-1 UNITS OF STORMVERMIN 7 points per model

	M	WS	BS	S	T	W	I	A	Ld
Clanrat	5	3	3	3	3	1	4	1	5
Skavenslave	5	2	2	3	3	1	4	1	4
Stormvermin	5	4	3	4	3	1	4	1	5

Unit Size: 10+ for Clanrats or Stormvermin, 20+ for Skavenslaves.

Equipment: Hand weapon. Clanrats also have light armour and may have spear (+2 pts) and shield (+1 pt). Stormvermin also have light armour and may have Great weapon (+2 pts) or halberd (+2 pts) and may also have shield (+1 pt). Skavenslaves also have a shield and may have spear (+1 pt) or sling (+1 pt).

Special rules: Breaking or fleeing Skavenslaves do not cause panic in other units.

PACKMASTER 8 points per model

GIANT RATS 3 points per model

	M	WS	BS	S	T	W	I	A	Ld
Packmaster	6	3	3	3	3	1	4	1	6
Giant Rat	6	2	0	3	3	1	4	1	4

Unit Size: 10+

Equipment: Packmasters have a hand weapon and light armour and may have an additional hand weapon (+2 pts).

Special rules: If the unit has more than 6 Giant Rats per Packmaster then it must use the Giant Rats' Ld rather than the Packmasters'. Randomise shooting hits between Giant Rats and Packmasters. Giant Rats always lap around the enemy whether they win or lose, and will always pursue a fleeing foe. Breaking or fleeing Giant Rats do not cause panic except in other units of Giant Rats.

0-1 UNIT OF RAT SWARMS 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Rat Swarm	6	3	0	2	2	5	1	5	10

Unit Size: 1-6.

Equipment: None.

Special rules: *Unbreakable*.

SPECIAL UNITS

PLAGUE MONKS 7 points per model

0-1 UNIT OF GUTTER RUNNERS 14 points per model

	M	WS	BS	S	T	W	I	A	Ld
Plague Monk	5	3	3	3	4	1	4	1	5
Gutter Runner	6	4	4	4	3	1	5	1	7

Unit Size: 10+ for Plague Monks, 5-15 for Gutter Runners.

Equipment: Hand weapon. Plague Monks may have additional hand weapon (+2 pts). Gutter Runners may have additional hand weapon (+2 pts), throwing stars (+4 pts), sling (+5 pts), net (+1 pt, counts as shield) and/or light armour (+1 pt).

Special rules: Plague Monks are subject to *frenzy*. Gutter Runners are *scouts* and *skirmish*.

WARPFIRE TEAM 70 points per team

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

Unit Size: 1. Warpfire Teams are treated as a single 1W creature.

Equipment: Hand weapon, heavy armour and one warpfire thrower per team of 2 Skaven.

Special rules: The warpfire thrower fires the flame template a roll of the Artillery dice forwards in inches during the Shooting phase. Work out which models are hit as with breath weapons. Each model hit takes a single S5 hit. If you roll a misfire the warpfire thrower explodes! Place the 3" template over the Warpfire Thrower team and resolve a S5 hit on any model hit. The team themselves are automatically killed. Warpfire teams count as characters for purposes of targeting them with missile fire and spells.

POISON WIND GLOBADIERS 25 points per model

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

Unit Size: 4-6

Equipment: Hand weapon, light armour and Poison Wind Globes.

Special rules: *Skirmish.* Globadiers may throw their Globes up to 6" in the Shooting phase. Place the small template on your intended target and roll the scatter dice. The Globe lands on target if you roll a HIT. Otherwise move the template D3" in the direction indicated. Each model hit takes a Wound on a 6+ with no armour save. Unlike normal shooting, Globes may be thrown into combat – see the notes on templates in the Shooting section of the rules.

CLAN SKRYRE JEZZAIL TEAMS 24 points per team

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

Unit Size: 3-10. Jezzail teams are treated as a single 1W creature.

Equipment: Hand weapon and Jezzail. Each team may have light armour (+1 pt).

Special rules: *Skirmish.* Treat Jezzails as S5, D3 wounds, -3 save hand guns with a 36" range.

BEASTMASTERS 10 points per model

RAT OGRES 40 points per model

	M	WS	BS	S	T	W	I	A	Ld
Beastmaster	6	4	3	3	3	1	4	1	7
Rat Ogre	6	3	0	5	4	3	4	3	4

Unit Size: 5+

Equipment: Beastmasters have a hand weapon and light armour and may have an additional hand weapon (+2 pts).

Special rules: If the unit has more than 6 Rat Ogres per Beastmaster then it must use the Rat Ogres' Ld rather than the Beastmasters'. Randomise shooting hits between Rat Ogres and Beastmasters. Rat Ogres cause *fear*, are subject to *stupidity* when not with Beastmasters.

RARE UNITS

CENSER BEARERS 18 points per model

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

Unit Size: Up to 6 Censer Bearers may be attached to a single unit of Plague Monks as 1 Rare choice.

Equipment: Plague censer (counts as flail).

Special rules: *Skirmish, frenzy.* They form a separate unit, and each model must remain within 3" of the parent unit until they charge. After they charge the Censer Bearers operate as a separate unit. Any model in base contact with a Censer Bearer at the end of the Movement phase must make a Toughness test or suffer 1 Wound with no armour save. Skaven only fail on a 6. Roll once (only!) each turn for each model in contact with any number of Censer Bearers. Censer Bearers themselves must test at the start of every Skaven turn.

DOOMWHEEL 180 points per model

	M	WS	BS	S	T	W	I	A	Ld
Doomwheel 3D6"	-	-	-	5	5	4	-	-	-
Engineer	-	3	3	3	-	-	4	1	5
Rats	-	3	-	2	-	-	1	5	-

Unit Size: 1 Doomwheel controlled by a Engineer.

Equipment: The Doomwheel has scythes. The Engineer has a hand weapon and pistol.

Special Rules: *Unbreakable.* Treat the Doomwheel as a chariot with a 4+ save. In the Shooting phase it *must* fire D3 lightning bolts. Roll an Artillery dice for the Strength of each bolt and 3D6" for its range. It will strike the nearest model in range, friend or foe. If the Artillery dice is a misfire roll again for Strength and resolve the hit against the Doomwheel itself. If you roll a misfire for this too then the bolt wounds the Doomwheel automatically. Continue until all the bolts have been fired.

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Fell Blade (magic weapon): Bearer is S10. Each unsaved wound becomes D3. Roll a D6 at the start of each Skaven turn. On a 1 the bearer suffers a single wound with no saves of any kind allowed. **100 pts.**

Gouger (magic weapon): Each unsaved Wound is doubled. **35 pts.**

Weeping Blade (magic weapon): +1S. Each unsaved Wound becomes D3. **50 pts.**

Warpstone Armour (magic armour): Counts as wearing armour (5+ armour save). Also gives the wearer a 5+ ward save. **40 pts.**

Warpstone Amulet (talisman): 5+ ward save. **30 pts.**

Skalm (enchanted item): Can be used at the beginning of any phase in either player's turn. Bearer recovers all Wounds suffered up to that point in the battle. One use only. **50 pts.**

Skavenbrew (enchanted item): Roll a dice at the start of the game after the army has deployed. The Skavenbrew affects the character with the item and the unit he is with, but not other characters. 1 no effect, 2-3 hate all enemies, 4-5 subject to frenzy, 6 frenzy and hatred. One use only. **50 pts.**

Warpscroll (arcane item): One enemy unit within 24" suffers a S3 hit per model and has to take a Panic test. One use only. Bound spell. Power level 4. **50 pts.**

Storm Banner (magic banner): Can be activated at the beginning of a Skaven turn. No flying movement is allowed over the entire battlefield. The effect lasts until a 1 is rolled on a D6 at the start of either player's turn. One use only. **50 pts.**

Sacred Banner of the Horned Rat (magic banner): Unit causes *fear*. **75 pts.**