

CHAOS BEASTMEN

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The Beastmen are part man, part beast and the children of Chaos itself. Beastmen are savage fighters who combine the ferocity and strength of a wild animal with the human intellect. They are armed with a variety of stolen and crude weapons, where the strongest carry the best weapons. They often use crude shields with simple designs to show their devotion to the Chaos Gods.

Beastmen tribes vary in size from a dozen individuals to several hundred, and they often include the brutal Minotaurs or the shrieking Harpies. They are found in the deep forests of the Old World, emerging only to raid nearby settlements or to join up with a Chaos Army. A Chieftain defeats other Beastmen for leadership as his strength prevails and his cunning limits the number of factions or splinter groups. The Beastmen maintain a simple hierarchy: "If you can defeat an oncomer you can keep whatever weapon or piece of food you have in your possession".

"The Chaos Gods have sent a gift to their children, a great meteor struck a human city and the price of the Chaos Gods belong to those who fight for it. Your warband was one of the first to reach the city but you found that many other humans and even other Chaos worshippers were already fighting in the ruins. You eagerly joined in the fighting aided by your warband's greater strength and ferocity. Tonight you will feast once more on defeated adventures and mercenaries. The strongest will claim the price and you are the strongest!"

CHOICE OF WARRIORS

A Beastmen warband must include a minimum of 3 models. You have 500 Fame Points to recruit your warband from and the maximum number in the warband is 15 models.

HEROES

Gave: Your warband must include a Gave to lead it.

Caprigor: Your warband may include up to two Caprigors.

Bovigor: Your warband may include up to two Bovigors.

HENCHMEN

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| Gors | Your warband may include any number of Gors. |
| Ungors | No more than half your warband may be Ungors or Turnskins. |
| Turnskins | No more than half your warband may be Ungors or |

Turnskins.
Minotaur Your warband may include a single Minotaur.

HEROES

1 **GAVE**.....90 Fame Points

A Gave is an intelligent and cunning leader, not to mention with the strength needed to back up his leadership. The Gave was born by healthy human parents but as he showed visible mutations, and horns, he was put out in the forest to die. He didn't die however as he was adopted by a Beastmen tribe to be raised among them in the deepest forests where the permanent camps are located. A Gave is seen as a gift from the Chaos Gods and is feed well. They often grow to be Chieftains and many can hear the faint whispers of the Chaos Gods and become Shamans.

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

Weapons and armour: A Gave can be equipped with weapons and armour from the Beastmen Equipment list.

SPECIAL RULES

Leader: The Gave is the leader of the warband and any model within 6" of him may use his Leadership characteristic when taking any Leadership tests.

0-2 **CAPRIGORS**.....45 Fame Points to attract

Caprigors have the entire head and legs of a goat and they take great pride in their horns, even more than Gors normally do. Beastmen with smaller and less impressive horns look to them for guidance and leadership.

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

Weapons and armour: Caprigors can be equipped with weapons and armour from the Beastmen Equipment list.

0-2 **BOVIGORS**.....45 Fame Points to attract

Bovigors bears cattle horns on their head, and often the entire head of a bull or ox. They like to think that they are bigger and stronger than other Gors, which they are indeed.

Most Bovigors believe that brawn is better than brain, possessing a great deal of the former, and little of the latter.

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

Weapons and armour: Bovigors can be equipped with weapons and armour from the Beastmen Equipment list.

HENCHMEN (Bought in groups of 1-5)

GORS.....45 Fame Points to attract

Gors can be distinguished by their horns which they take great pride in and polish, paint or decorate to enhance their natural lustre or shape. They carry better weapons than lower Beastmen and are strong and healthy as they win most fights over food.

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

Weapons and armour: Gors can be equipped with weapons and armour from the Beastman Equipment list.

UNGORS.....25 Fame Points to attract

Ungors have horns, but not necessarily on their heads and the horns are not those of goats or cattle. Most Ungors have only scabby little horns or misshapen version. They are bullied by the Gors but they have no one else to turn to and the forest holds many dangers indeed.

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

Weapons and armour: Ungors can be equipped with weapons and armour from the Ungor Equipment list.

TURNskins.....25 Fame Points to attract

A Turnskin is a Beastman who was born human but have mutated and was driven away from human society. Those that survive join up with a band of Beastmen. If the Turnskin have horns they are sawned off so he can't pass as a pure beastman, he was born a human and to the Beastmen he is and always will be a Turnskin.

Profile	M	WS	BS	S	T	W	I	A	LD
Turnskin	4	3	3	3	3	1	3	1	7

Weapons and armour: Turnskins can be equipped with weapons and armour from the Turnskin Equipment list.

0-1 **MINOTAUR**.....210 Fame Points to attract

Minotaurs are twice the height of a man and their bulky bodies are crowned by a bull-head. Many have the cloven hindquarters of a beast and they are uncannily strong. Minotaurs often join up with Beastmen bands for fights and to feed on the bodies afterwards. Minotaurs love violence and bloodshed and often go into frenzy tearing and gulping down chunks of meat from an already dead opponent.

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

Weapons and armour: Horns and brute force! A Minotaur can be equipped with weapons and armour from the Minotaur Equipment list.

SPECIAL RULES

Fear: A Minotaur is a huge and frightening monster that causes *Fear*.

Bloodgreed: When the Minotaur tastes blood it goes wild tearing the opponent apart and feeding on the raw body. When a Minotaur take an opponent Out of Action on a roll of 4+ it Frenzies.

BEASTMEN EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger (1st free)	2 FP
Mace	3 FP
Hammer	3 FP
Club	3 FP
Battleaxe	5 FP
Sword	5 FP
Flail	15 FP
Halberd	10 Fp
Double-handed weapon	15 FP

Missile weapons:

Throwing axe	5 GC
Javelin	5 GC
Armour:	
Shield	5 FP
Helmet	10 FP
Light armour	20 FP

UNGOR EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 FP
Club	3 FP
Spear	10 FP

Missile weapons:

Throwing axe	5 GC
Javelin	5 GC

Armour:

Shield	5 FP
Helmet	10 FP

TURN SKIN EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 FP
Club	3 FP

Missile weapons:

Throwing axe	5 GC
Javelin 5	GC
Shortbow	5 FP
Bow	10 FP

Armour:

Shield	5 FP
Helmet	10 FP

MINOTAUR EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 FP
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Mace	3 FP
Hammer	3 FP
Club	3 FP
Double-handed weapon	15 FP
Armour:	
Light armour	20 FP