

BEASTS OF CHAOS (Version 1.0) by Erik Fokke

Troops	Type	Attacks	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Gors	Infantry	3	3	0		3	40	3/-	
Ungors	Infantry	4	3	0		3	50	3/-	
Bestigors	Infantry	4	4	5+		3	110	-/3	
Minotaurs	Infantry	5	4	0		3	80	-/2	1
Chaos Trolls	Infantry	5	3	5+		3	110	-/3	2
Tuskgor Chariots	Chariot	3	3	5+		3	95	-/3	
Centigors	Cavalry	3	3	6+		3	80	-/-	
Chaos Hounds	Cavalry	3	3	0		3	30	-/2	
Dragon Ogres	Monster	6	4	5+		3	250	-/1	
Chaos Spawn	Monster	3/3	4	3+		1	110	-/2	3
Dragon Ogre Shaggoth	Monster	8	8	5+		1	200	1	4
Beastlord	General	+2			8		95	1/-	
Doombull	Hero	+3			6		85	-/1	5
Wargor	Hero	+1			8		80	-/2	
Bray Shaman	Wizard	+0			8		85	-/1	6
Tuskgor chariot	Mount	+1						-/1	7

1. Minotaurs

- Bloodlust
 - Always use initiative to charge and cannot be given orders
 - Never use initiative to evade
 - Must pursue or advance where possible
 - Immune to terror
 - Cannot be driven back by shooting

2. Chaos Trolls

- -1 command penalty, even when brigaded
- in each round of combat, after stands removed, can remove one hit (regenerate)

3. Chaos Spawn

- can shoot up to 15cm in any direction
- cannot act on own initiative
- cannot be given orders on their own but can if part of a brigade that has more non-Spawn units than Spawn
- does not add to the size of a brigade
- will halt when not joined to another unit
- cannot make way for friendly units
- cannot be driven back by shooting
- they pursue, retreat, advance & fall back as normal in combat

4. Dragon Ogre Shaggoth

- Must always be given a separate order
- Cannot be brigaded with other troops
- Causes terror
- if 4-7 hits accumulated in a turn, max hits & attacks reduced to 4 for rest of the battle

5. Doombull

- Units joined by a Doombull become subject to bloodlust but can only be given orders by the doombull
 - Always use initiative to charge and cannot be given orders
 - Never use initiative to evade
 - Must pursue or advance where possible
 - Immune to terror
 - Cannot be driven back by shooting

6. Bray Shaman spells

- Boon of Chaos 4+ contact +1 to combat attacks of all stands in unit the wizard has joined
- Anger of the Gods 4+ 30cm all units suffer -1 command penalty, lasts until end of opponent turn
- Rage of Chaos 5+ 30cm affects one unit for duration of combat round, player may roll 1 dice per stand and add to unit attacks, if duplicate rolled - all extra hits struck on own unit
- Curse of Chaos 5+ 30cm 3 shooting attacks, armour has no effect, causes drive backs, must have LOS

7. Tuskgor Chariot

- can be ridden by Generals and Heroes
- +1 to attacks of ride