Beasts (Beastmen Raiders) - Martin

Rating	**200**																
Treasury:	42	couronnes															
Number of models:	14	(3 to rout)	Racial maximum														
Maximum number:	15	Gor, Chief, Shaman	5	7	6	4	5	4	6	4	9						
		Ungor	5	6	5	3	5	3	7	3	7						
		Centigor	9	7	6	4	5	4	6	4	9						
		Minotaur	6	6	5	5	5	5	6	5	9						

Name	ID	Unit Type	##	M	WS	BS	S	T	W	I	A	Ld	Save	Exp	Cost	Equipment	Kills
	As	Chief (Hero)	1	5"	4	3	4	5	1	4	1/2	7	4/5+	31	90	Sword; Light Armour; Shield	
		Leader: Any model within 6" of the Chief may use his leadership instead of their own.														Dagger	
		Cannot Run (may charge): *Smashed Leg* (Injury)															
		Step Aside : Save 5+ in HtH combat															
		Advance: +1 T															
	Dame	Bestigor - rocher (Hero)	1	5"	4	2	4+2	4	1	3	1	7	-	18	60	Dagger; 2H Weapon	
		Unstoppable charge : +1 WS lors d'une charge															
		Strike to Injure : +1 to all injury rolls															
		Step Aside : Save 5+ in HtH combat															
		Injury: *Blind in One Eye* (-1 BS)															
	2	Bestigor - lance (Hero)	1	5"	4	3	4+2	4	1	3	1	7	-	16	60	Dagger; 2H Weapon	
		Unstoppable charge : +1 WS lors d'une charge															
		Step Aside : Save 5+ in HtH combat															
	Valet	Centigor (Hero)	1	8"	4	3	4	4	1	2	1/2 +1	7	5+/6	11	95	Dagger; Sword; Shield	
		Drunken : Roll a D6 at the start of each turn. Roll of 1 = Centigor must test for *Stupidity* . 6 = *Frenzy* for the turn.														2H Weapon	
		Immune to all other forms of Psychology.															
		Woodland Dwelling : Suffer no movement penalties for moving through wooded areas.															
		Trample : Gain an additional attack not subject to weapon bonuses and penalties; Aveugle (-1BS)															
		Step Aside : Save 5+ in HtH combat															
	10	Gor (Hero)	1	5"	6	3	3+1	4	1	3	1/2 +1	7	6	12	40	Dagger; Axe (x2); Light Armour	
		Lad's Got Talent!: Hero (Strength & Special skill lists)														2H Weapon	
		Horned One : +1A lors d'une charge, avec Strength de base															
		Mighty Blow : +1 Strength to weapon attacks in HtH combat															
		Iron Skin: Missile attacks are -1S															
		Advance: +2 WS															
	9	Gors A - Noirs	1	5"	5	4	4	4	1	3	1/2	6	-	9	45	Dagger; Axe (x2)	
			1											9	45	Dagger; Axe (x2)	
		Advance: +1 BS, +1 WS, +1 S															
	8	Gors B - Petits Gris	1	5"	4	3	4	4	1	3	1/2	6	-	2	41	Dagger; Hammer (x2)	
			1											2	41	Dagger; Hammer (x2)	
		Advance: +1 S															
	7	Warhounds of Chaos	1	6"	4	0	4	3	1	3	1	5	-	NA	20	NA	
			1	6"	4	0	4	3	1	3	1	5	-	NA	20		
			1	6"	4	0	4	3	1	3	1	5	-	NA	20		
			1	6"	4	0	4	3	1	3	1	5	-	NA	20		
		Animal : No experience															
	Roi	Shaman (Hero)	1	5"	5	3	3	4	1	3	1/2	6	-	20	53	Dagger; Sword, Hammer	
		Cannot wear armor to cast spells															
		Iron Skin: Missile attacks are -1S															
		Advance: +1 WS															
		2. Eye of God	Once per battle. Friend or foe within 6". Roll a dice: 1 = OOA but no Serious Injury chart roll;														
			2-5 = +1 to a characteristic (choice) for this battle; Roll of 6 = +1 to all characteristics for this battle; Difficulty (x7)														
		4. Lure of Chaos	12" R, closest enemy. Caster and enemy roll a D6 + Ld; if caster > enemy: control enemy until Ld test passed in its turn.														
			No suicide. Move 1" if engaged HtH with enemy; Difficulty (x9)														
		Stash:	**Axe (x2); Dagger**														
														Total	650		

Axe	-1 armour save.
Dagger	+1 armour save, or save of 6+ if the model has none.
2H Weapon	+2 Strength. Always strike last in combat. Requires 2 hands to use.
Hammer	Concussion: Injury rolls of 2-4 cause the victim to be 'Stunned'.
Light Armour	Basic D6 saving throw of 6. Serious Injury Save of 6.
Shield	+1 Armour Save. -1 movement if used with Heavy Armour.
Sword	Parry: When your opponent rolls to hit, roll a D6. If you beat his highest 'to hit' score, one attack against you is negated.

Notes:

Beastmen cannot hire any Hired Sword

Heroes get new advances at 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience.

Henchmen and Hired Swords get new advances at 2, 5, 9 and 14 experience.