

# WARHAMMER AGE OF SIGMAR

## BEASTMEN



WARSCROLLS  
COMPENDIUM



# INTRODUCTION

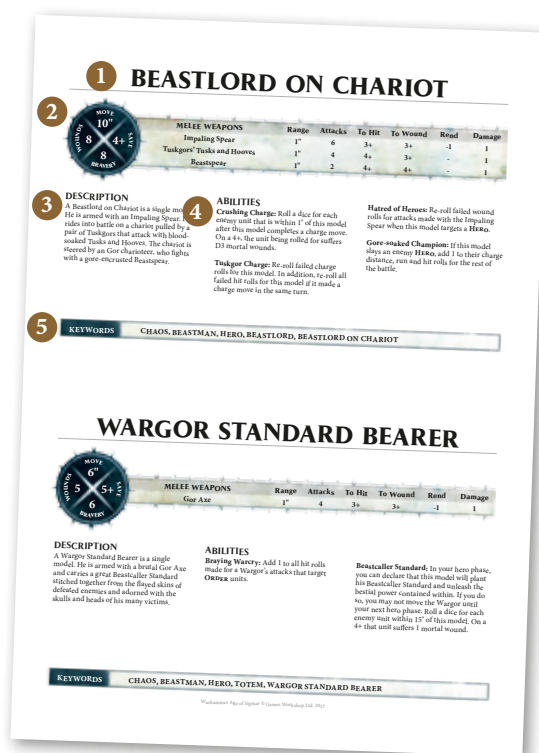
The haunted forests and wastelands of the realms are home to savage creatures that live only to trample and despoil. Some call them the horned ones, others the true children of Chaos, but to mortal men they are known as

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.



# BEASTLORD ON CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Impaling Spear	1"	6	3+	3+	-1	1
Tuskors' Tusks and Hooves	1"	4	4+	3+	-	1
Beastspear	1"	2	4+	4+	-	1

## DESCRIPTION

A Beastlord on Chariot is a single model. He is armed with an Impaling Spear. He rides into battle on a chariot pulled by a pair of Tuskors that attack with blood-soaked Tusks and Hooves. The chariot is steered by an Gor charioteer, who fights with a gore-encrusted Beastspear.

## ABILITIES

**Crushing Charge:** Roll a dice for each enemy unit that is within 1" of this model after this model completes a charge move. On a 4+, the unit being rolled for suffers D3 mortal wounds.

**Tuskgor Charge:** Re-roll failed charge rolls for this model. In addition, re-roll all failed hit rolls for this model if it made a charge move in the same turn.

**Hatred of Heroes:** Re-roll failed wound rolls for attacks made with the Impaling Spear when this model targets a **HERO**.

**Gore-soaked Champion:** If this model slays an enemy **HERO**, add 1 to their charge distance, run and hit rolls for the rest of the battle.

## KEYWORDS

CHAOS, BEASTMAN, HERO, BEASTLORD, BEASTLORD ON CHARIOT

# 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 Beastcaller Standard stitched together from the flayed skins of defeated enemies and adorned with the skulls and heads of his many victims.

## ABILITIES

**Braying Warcry:** Add 1 to all hit rolls made for a Wargor's attacks that target **ORDER** units.

**Beastcaller Standard:** In your hero phase, you can declare that this model will plant his Beastcaller Standard and unleash the bestial power contained within. If you do so, you may not move the Wargor until your next hero phase. Roll a dice for each enemy unit within 15" of this model. On a 4+ that unit suffers 1 mortal wound.

## KEYWORDS

CHAOS, BEASTMAN, HERO, TOTEM, WARGOR STANDARD BEARER

# CENTIGOR WARHOOF



## MELEE WEAPONS

Mansmasher

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

## DESCRIPTION

A Centigor Warhoof is a single model. It is armed with a mighty Mansmasher.

## ABILITIES

**Drunken Courage:** Roll a dice for this model in your hero phase. Add the result of the roll to its Bravery until your next hero phase.

**Horned Armour:** Pick an enemy unit that is within 1" of this model after this model completes a charge move. Roll a dice; on a 4+ the unit being rolled for suffers 1 mortal wound.

## KEYWORDS

CHAOS, CENTIGOR, HERO, CENTIGOR WARHOOF

# SUBSTITUTE WARSCROLLS

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

Unit	Substitute Warscroll
Bray-Shaman	Great Bray-Shaman
Ghorros Warhoof	Centigor Warhoof
Giant	Chaos Gargant
Gorebull	Doombull
Gorthor on Foot	Beastlord
Gorthor the Beastlord	Beastlord on Chariot
Great Bray-Shaman on Chariot	Beastlord on Chariot
Khazrak the One-eye	Beastlord
Malagor, the Dark Omen	Great Bray-Shaman
Minotaurs	Bullgors
Moonclaw, Son of Morrslieb	Great Bray-Shaman
Morghur, Master of Skulls	Great Bray-Shaman
Razorgor Chariot	Tuskgor Chariot
Slugtongue	Great Bray-Shaman
Taurox, the Brass Bull	Doombull
Ungrol Four-horn	Ungor Halfhorn (see the Ungors warscroll)
Wargor	Beastlord

# PITCHED BATTLE PROFILES

UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Beastlord on Chariot	1	1	180	Leader	
Centigor Warhoof	1	1	100	Leader	
Wargor Standard Bearer	1	1	80	Leader	