

Beastman fan army

Version 0.11

Completely untested and experimental

The beastmen were once a part of the empire of man, but their crude and brutal ways and general rising racism lead them to be excommunicated from the empire.

Now they are fighting a desperate fight, with enemies all around, including their former master the empire and beastmen warlords who wants to enslave even their own kind.

Having little production capability or expertise the beastmen rely on their physical strenght and their few allies, the centaur and minotaurs.

Tried to make a list around the theme of lacking resources and knowhow to build advanced machines, while fighting a truly desperate fight surrounded by enemies.

Not done any testing at all.

Thought of this list as a horde list with specialists and cheap lightly armoured vehicles to support. Not sure how I feel about centaurs and minotaurs, seem a little too fantasy for me, but added them cause I like the idea of fast highly mobile snipers and minotaurs with heavy weapons.

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**Characters:****Warlord:**

*The warlord is the leader of the herd, chosen by combat.*

Warlord				
Type	Speed	Armour	Close combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Fine old headsplitter	(base contact)	Assault weapon	Macro Weapon, Extra Attack(+1)	

Notes: Character, Invulnerable save, Supreme commander

**Chief:**

*Every warlord have his group cronies around him, every one running their own smaller herd.*

Chief				
Type	Speed	Armour	Close combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Facecracker	(base contact)	Assault weapon	Extra Attack(+1)	

Notes: Character, Commander, Invulnerable save

**Great shaman:**

*Most warlords will bring their own private shaman, blessing the herd before every battle, doing rituals and soothsaying for bad and good omens.*

Great shaman				
Type	Speed	Armour	Close combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Short range chain lightning	(base contact)	Assault weapon	Extra attack (+2)	
Warp headbutt	(15cm)	Small arms	Macro weapon	

Notes: Character, Invulnerable save, Supreme commander

**Shaman herd:**

If lead by a Great shaman, the war herd may include one unit of shaman apprentices for every 1000 points.

**Shaman:**

*Leading a band of young psychers the shaman is a dangerous opponent.*

Shaman
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Type	Speed	Armour	Close combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Short range chain lightning	(base contact)	Assault weapon	Extra attack (+2)	

Notes: Character, Commander, Invulnerable save

### Bull minotaur

*Some minotaur grows to immense sizes, striking fear in the hearts of even their own race.*

Bull minotaur				
Type	Speed	Armour	Close combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Monstrous strength	(base contact)	Assault weapon	Macro Weapon	

Notes: Character, Commander, Invulnerable save

### Centaur chieftain

*The centaurs lived in nomadic societies, only came close to the rest of the population when they ran out of ammunition and booze, the two things they could not produce them self. When the war came, the chieftains collected their warriors to join the beastmen army.*

Centaur chieftain				
Type	Speed	Armour	Close combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Extra sword	(base contact)	Assault weapon	Extra attack (+1)	

Notes: Character, Commander, Invulnerable save

## Infantry:

### Gors:

#### Beaters:

*The core of every beastman herd, even lightly armed and armoured, the beastmen are exceptional fighters.*

Beaters				
Type	Speed	Armour	Close combat	Firefight
Infantry	15cm	-	4+	6+
Weapon	Range	Firepower	Notes	
Pistol and melee	(15cm)	(small arms)		

Notes:

Drive the small ones in front:

In every beastmen army the strong lead the weak and use them as (ab)human shields. So for every 2 gor stands, the player may add 1 ungor stand for free, rounded down.

If buying transports, transports for the ungors must also be bought.

#### Shooters:

*The beastmen soon found out they needed something to take down enemy infantry and set the old fashioned stubber into production.*

Shooters				
Type	Speed	Armour	Close combat	Firefight
Infantry	15cm	-	5+	5+
Weapon	Range	Firepower	Notes	
Stubbers	(15cm)	(small arms)		
Heavy stubber	30cm	AP6+		

Notes:

Drive the small ones in front: See beaters, page 5

#### Tank riders:

*Eager to get into battle, seeing the old saying, a good offence, is the best defense as the truth of warfare, some beastmen will cling to armoured vehicles to get to the enemy as fast as possible, to defend the children and old.*

Tank riders				
Type	Speed	Armour	Close combat	Firefight
Infantry	15cm	-	4+	6+
Weapon	Range	Firepower	Notes	
Pistol and melee	(15cm)	(small arms)		

Notes:

Join forces:

At any time Dismounted gor riders, Ambushers and Dismounted tankriders may join forces to one unit, if within 10cm of each other.

#### Tank riders:

Tank riders may be mounted on tanks at the beginning of the game, using them as transports. 1 stand of tank riders may be mounted on 2 armoured vehicles, rounded up. 5 tanks, 3 stands of infantry.

#### Easy target:

Enemies firing at mounted tank riders may use a AP value to fire at the tank riders. If doing so the vehicles cannot be damaged. The unit does not receive more than 1 blastmarker in total when being fired upon with AP value.

If a AT value is used, both tank and riders are destroyed.

#### Ambushers:

*Experts at living of the land and surviving in almost any climate, beastmen make great ambushers. Waiting tirelessly for their enemies for days and weeks. Many have been slaughtered by beastmen appearing out of nowhere.*

Ambushers				
Type	Speed	Armour	Close combat	Firefight
Infantry	15cm	-	4+	6+
Weapon	Range	Firepower	Notes	
Stubbers	(15cm)	(small arms)		
Satchel charges	(base contact)	(Assault weapon)	MW, EA(+1)	

Notes:

Infiltrator

#### Ambushers:

Being unruly and lacking sufficient amount of communication devices, the beastmen ambushes do not always go as planned.

At the beginning of the game mark 3 places on the opponents side of the table, named 1-2,3-4 and 5-6. These are called spawning points.

Instead of deploying the ambushers as normal the player may keep them in reserve.

At the beginning each turn the player may roll once for every unsummoned ambusher unit. If the roll is 3+, +1 for every turn played, the unit is summoned. Roll again to see from what point it is summoned. If the spawning point on the roll is destroyed earlier, the ambushers were crushed, suffocated or suffered some other horrible fate, when the spawning point were destroyed, and is counted as destroyed.

#### Destroying spawning points:

Once one or more units is summoned from a spawning point the opposing player may attack it as it was unit. The point have a Armour of 3+.

Join forces:

At any time Dismounted gor riders, Ambushers and Dismounted tank riders may join forces to one unit, if within 10cm of each other.

### Bestigors:

*In the tough society of the beastmen, might is right, and the strongest gets the best armour, the most brutal weapons and the most beautiful females (what ever that may be)*

Bestigors				
Type	Speed	Armour	Close combat	Firefight
Infantry	15cm	6+	3+	6+
Weapon	Range	Firepower	Notes	
Pistol and melee	(15cm)	(small arms)		

Notes:

Drive the small ones in front: See beaters, page 5

### Shaman apprentices:

*To some degree all beastmen are psychers, but only some are powerful enough to use their powers in combat. The potentials are send to powerful shamans who train them to be deadly, but unruly, weapons.*

Shaman apprentices				
Type	Speed	Armour	Close combat	Firefight
Infantry	15cm	6+	4+	5+
Weapon	Range	Firepower	Notes	
Warp headbutt	20cm	MW6+	Macro weapon	

Notes:

Drive the small ones in front: See beaters, page 5

### Ungors:

Ungors:

Fluff

Ungors				
Type	Speed	Armour	Close combat	Firefight
Infantry	15cm	-	5+	-
Weapon	Range	Firepower	Notes	
Melee weapon	(base contact)	(Assault weapon)		

Notes:

**Minotaurs:****Minotaur:**

*Big and dumb, but bloodthirsty to the hoof, minotaurs are the perfect shock troop. Charging fearlessly into the enemy ranks, causing mayhem and despair.*

Minotaur				
Type	Speed	Armour	Close combat	Firefight
Infantry	15cm	6+	4+	-
Weapon	Range	Firepower	Notes	
Horns and hoofs	(base contact)	(Assault weapon)	Extra attack +1	

Notes:

**Leadstormer:**

*The leadstorm gun was invented by taking several small caliber weapons and linking them together, so get as much firepower as possible on a small space. The design quickly became popular, due to its low production cost and the fact that it is almost impossible to miss the target.*

Minotaur leadstormer				
Type	Speed	Armour	Close combat	Firefight
Infantry	15cm	6+	4+	-
Weapon	Range	Firepower	Notes	
Horns and hoofs	(base contact)	(Assault weapon)	Extra attack +1	
Leadstorm gun	25cm	2x AP4+/AA6+		

Notes:

**Cloudchaser gunner:**

*The cloudchaser gun is a small portable mortar, named after the beastman superstition that shell is fired high enough to touch the clouds.*

Minotaur cloudchaser gunner				
Type	Speed	Armour	Close combat	Firefight
Infantry	Infantry	Infantry	Infantry	Infantry
Weapon	Range	Firepower	Notes	
Horns and hoofs	(base contact)	(Assault weapon)	Extra attack +1	
Cloudchaser gun	30cm	1BP	Ignore cover, Indirect	

Notes:

**Heavy hit gunner:**

*The heavy hit gun is little more than a steel pipe, firing a heavy shell. The easy production and versatility makes it seen often on the battle field, and have pierced more than one super heavy vehicle or titan.*

Minotaur heavy hit gunner				
Type	Speed	Armour	Close combat	Firefight
Infantry	Infantry	Infantry	Infantry	Infantry
Weapon	Range	Firepower	Notes	
Horns and hoofs	(base contact)	(Assault weapon)	Extra attack +1	
Heavy hit gun	50cm	AP4+/AT5+		



Notes:

### Cavalry:

### Centaurs:

### Centaurs:

*Unruly, drunken, bloodthirsty and numerous the centaur is usually seen in large numbers, and does not seem to mind being used as cannon fodder, as long as they get to wrack vengeance on their enemies.*

Centaur				
Type	Speed	Armour	Close combat	Firefight
Cavalry	20cm	6+	3+	6+
Weapon	Range	Firepower	Notes	
Pistol	(15cm)	(small arms)		
Melee	(base contact)	(Assault weapon)		

Notes:

### Centaur heavy hitter gunners:

*Though extensive drilling the unruly centaur have learned to set up and use lighter version of the, otherwise, cumbersome heavy hit cannon to hunt tanks and other armoured vehicles.*

Type	Speed	Armour	Close combat	Firefight
Cavalry	20cm	6+	5+	6+
Weapon	Range	Firepower	Notes	
Pistols	(15cm)	(small arms)		
Not-so-Heavy hit cannon	35cm	AP5+/AT5+		

Notes:

### Centaur huntsmen:

*Expert hunters though millennia of living on a harsh planet, back in the time of the empire many centaur were hired as hunting guides for imperial nobles. This way a few lucky centaurs got their hands on advanced hunting rifles, these were highly revered and went from parent to child over generations. During the war against the empire, these old weapons became quite useful.*

Centaur huntsmen				
Type	Speed	Armour	Close combat	Firefight
Infantry	20cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Ancient sniper rifle	50cm	AP4+	Sniper	

### Other infantry:

### Gor riders:

*Having a lack of vehicles led the beastmen to start breeding beasts of burden for civilian and military purpose.*

Type	Speed	Armour	Close combat	Firefight
Cavalry	20cm	-	4+	6+
Weapon	Range	Firepower	Notes	
Pistol and melee	(15cm)	(small arms)		

Notes:

Dismount:

At any point the gor riders may dismount and are replaced by gor units, at a rate of 2 cavalry units for 1 infantry unit. Replacing their stats with normal Beaters.

Join forces:

At any time Dismounted gor riders, Ambushers and Dismounted tankriders may join forces to one unit, if within 10cm of each other.

#### **Attack hounds:**

*With the strenght of a bear, the ferocity of a wolverine and teeth similar to a shark, the attack hounds are breed for killing and maiming.*

Type	Speed	Armour	Close combat	Firefight
Cavalry	25cm	-	3+	-
Weapon	Range	Firepower	Notes	
Teeth of pure evil	(base contact)	(Assault weapon)		

Notes:

Ambusher - see ambushers

## Vehicles:

### Land transporter:

While not as heavily armed or armoured as the chimera, the Land transporter is cheap and available, and the fact that even beastmen is able to use it is a big plus too. So when the beastmen go to war, the Land transporter is the most normal vehicles seen. Carrying troops, material, dragging heavy equipment, or rebuild to a fighting vehicle. The land transporter comes in a large varieties designs.

Land transporter				
Type	Speed	Armour	Close combat	Firefight
Armoured Vehicle	20cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy stubber	30 cm	AP6+		

Notes: May carry up to 2 gor or ungor, or 1 minotaur unit.

### Land leadstormer:

Lagging the resources to build actual fighting vehicles some vehicles were armed with scores of lighter weapons, linked to fire in the general direction and firing enough bullets to send the enemy straight to hell.

Land leadstormer				
Type	Speed	Armour	Close combat	Firefight
Armoured Vehicle	20cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy stubber	30 cm	AP6+		
2x Leadstorm gun	25cm	2x AP4+/AA6+		

Notes:

Tank riders:

May carry 1 tank rider unit for every 2 vehicles

### Land flamebelcher:

Even though fuel is often in short supply, a heavy flamethrower mounted on a land transporter can often

Land flamebelcher				
Type	Speed	Armour	Close combat	Firefight
Armoured Vehicle	20cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy stubber	30cm	AP6+		
Flamebelcher	Template			

Notes:

Tank riders:

May carry 1 tank rider unit for every 2 vehicles

### Heavy hitter:

Since there are never enough tanks the heavy hitter was invented by mounting a gun on a land transport. The weapon have only been somewhat effective, but being cheap and in good supply the numbers have made up from the lacking armour and penetration power.

Heavy hitter				
Type	Speed	Armour	Close combat	Firefight
Armoured Vehicle	20cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy stubber	30cm	AP6+		
Heavy hit gun	50cm	AP4+/AT5+		

Notes:

Tank riders:

May carry 1 tank rider unit for every 2 vehicles

### Leman russ battle tank:

The trustworthy Leman Russ is one of the most numerous vehicles in the galaxy, and is often seen battle fields of the beastmen, in its battletank variety. Lagging the ability to produce boltgun ammunition in significant quantities, most have had their heavy bolters refitted to fire normal ammunition.

Leman russ battle tank				
Type	Speed	Armour	Close combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle cannon	75cm	AP3+/AT+4		
Lascannon	45cm	AT5+		
2x heavy stubber	30cm	AP6+		

Notes:

Reinforces armour

Tank riders:

May carry 1 tank rider unit for every 2 vehicles

### Leman Russ Punisher:

The Punisher was quite normal in some of the worlds of the beastmen in the time of the empire. They now serve the beastmen, dealing death and destruction to their enemies.

Leman Russ Punisher
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Type	Speed	Armour	Close combat	Firefight
Armoured Vehicle	20cm	4+	6+	2+
Weapon	Range	Firepower	Notes	
Punisher Gatling Cannon	30cm	2x AP3+	Disrupt	
Lascannon	45cm	AT5+		
2x heavy stubber	30cm	AP6+		

Notes:

Reinforced Armour

Tank riders:

May carry 1 tank rider unit for every 2 vehicles

### Ragnarok battle tank:

*The ancient Ragnarok tank had not seen service for decades, but was put into production by the beastmen, lagging a main battle tank. The rough and sturdy tank have proved quite some adversary, when attacking in large numbers.*

Ragnarok battle tank				
Type	Speed	Armour	Close combat	Firefight
Armoured Vehicle	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle cannon	75cm	AP3+/AT+4		
Autocannon	45cm	AP5+/AT6+		
Heavy stubber	30cm	AP6+		

Notes:

Reinforced Armour

Tank riders:

May carry 1 tank rider unit for every 2 vehicles

### Gun platform:

*Ranging from sleek looks, to almost orkish randomness, the Gun platform is the Beastmen stopgap invention to counter heavy tanks and bigger and deadlier foes.*

Gun platform				
Type	Speed	Armour	Close combat	Firefight
War engine	15cm	3+	5+	6+
Weapon	Range	Firepower	Notes	
2x Heavy hit gun	50cm	AP4+/AT5+		
3x Leadstorm gun	25cm	2x AP4+/AA6+		

Notes:  
Reinforced Armour

Tank riders:  
May carry 1 tank rider unit for every vehicle

**Artillery**

**Crater cannon:**

*The crater cannon is not big compared to imperial counterparts, but beeing massproduced gives it the advantages it needs to help the beastmen advance. Crewed to by beastmen and pulled by minotaurs, the crater cannon is slow but deadly.*

Type	Speed	Armour	Close combat	Firefight
Infantry	15cm	6+	3+	6+
Weapon	Range	Firepower	Notes	
Crater cannon	75cm	1BP	Indirect fire, Ignore cover	

Notes:

**Aircraft:****Firehawk:**

*A small civilian airplane, rebuild for military purpose.*

Type	Speed	Armour	Close combat	Firefight
Aircraft	Fighter	6+	-	-
Weapon	Range	Firepower	Notes	
Leadstorm gun	25cm	2x AP4+/AA6+	Fixed forward arc	

Notes: Invulnerable save

**Firebird:**

*Another version of the Firehawk, refitted for hunting armoured vehicles.*

Type	Speed	Armour	Close combat	Firefight
Aircraft	Fighter	6+	-	-
Weapon	Range	Firepower	Notes	
Not-so-Heavy hit cannon	35cm	AP5+/AT5+	Fixed forward arc	

Notes: Invulnerable save

**Fireeagle:**

*A heavier version of the firehawk, refitted for bombing runs instead of dogfights and reconnaissance.*

Type	Speed	Armour	Close combat	Firefight
Aircraft	Bomber	5+	-	-
Weapon	Range	Firepower	Notes	
Leadstorm gun	25cm	2x AP4+/AA6+	Fixed forward arc	
Big ol' bombs	15cm	D3 BP	Ignore cover, Fixed forward arc	

Notes: Invulnerable save

## Titans:

### Ramshead titan:

*Build around the GS7400 cargo lifter hull the Ramshead is a stopgap to counter imperial titans, but never as effective.*

Ramshead titan				
Type	Speed	Armour	Close combat	Firefight
War engine	25cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Heavy hit gun	50cm	AP4+/AT5+		
Leadstorm gun	25cm	2x AP4+/AA6+	Fixed forward arc	
Flamebelcher	Template			

Notes:

Damage capacity: 3

Void shields: 2

Weapons:

The ramshead titans can have up to 4 weapons, ad any combination of the Leadstorm gun, Heavy hit gun and Flamebelcher.



## Army list:

The army, or war herd, may be led by a Warlord or a Great shaman.

Core formations			
Formation	Units	Upgrades	Points cost
1+ Gor herd	1 Chief unit and 8 Beater units	Warlord, Great shaman, Ungors, Transports, support vehicle	200
Centaur herd	8 Centaur units	Centaur chieftain, Huntsmen, Heavy hitters,	250
Shooter herd	1 Chief unit and 6 Shooter units	Warlord, Great shaman, Ungors, Transports, support vehicle	200
Shaman apprentices (1per 1500 points)	1 Shaman and 6 Shaman apprentices units	Great shaman, Warlord, Transports, Ungors, support vehicle	400

Support formations			
Formation	Units	Upgrades	Points cost
Minotaur herd	4 Minotaurs	Minotaur bull, Leadstorm gun, Heavy hitter gun, Transports, support vehicle	250
Minotaur Cloudchasers	4 Minotaurs with Cloudchaser guns	Minotaur bull, Transports, Support Vehicle	350
Bestigors	6 Bestigors	Chief, Ungors, Transports	250
Ambushers	6 Ambushers	Warhounds, Chief	250
Attackhounds	6 War hounds		150
Armoured vehicles	6 of any combination of Heavy hitter, Leadstormer or Flamebelcher	Tank riders	250
Leman russ tanks	4 Leman Russ tanks	Leman Russ Punisher, Tank riders	300
Ragnarok tanks	4 Ragnarok tanks	Tank riders	250
Gun platforms	3 Gun platforms	Tank riders	550
Crater cannons	6 Crater guns		450

Upgrades		
Formation	Units	Points cost
Tank riders	1 tank rider stand per 2 tanks, or 1 per 1 Gun platform	Free
Minotaur heavy hitter gun	1 Minotaur Heavy hitter gun	75
Minotaur Leadstorm gun	1 minotaur leadstorm gun	50
Minotaur bull	1 Minotaur Bull	25
Huntsmen	4 Minotaur Huntsmen	150
Centaur Heavy hitters	2 Minotaur Heavy hitters	150
Centaur chieftain	1 Centaur Chieftain	25
Leman Russ Punisher	Upgrade 1 Leman Russ to 1 Leman Russ Punisher.	Free
Warlord	1 Warlord	50
Great shaman	1 Great shaman	50
Ungors	1 Ungor unit per 2 Beaters, Shooters, Bestigors or Apprentice Shamans	Free
Support vehicle	1 Heavy hitter, Leadstormer or Flamebelcher	25
Transports	1 Land transporter per 2 beastmen or 1 per 1 minotaur	10
Warhounds	2 Warhounds	50

Titans, aircrafts and so on			
Formation	Units	Upgrades	Points cost
Fighters	3 of any Firehawk or Firebird		200
Bombers	3 Fireeagles		250
Ramshead titan	1 Ramshead titan		200