

WARHAMMER[®] 40,000



Beastmen Warhammer 40,000 by RainTheZangoose

Army Rules:

Primal Fury: *Beastmen are a Race of semi- intelligent humanoid but are ultimately Beasts at heart and love deep down nothing more then slashing and maiming others in the heart of a bloody combat.*

At the beginning of each combat phase, each engaged unit with Primal Fury must take a leadership test, if the test is passed the unit gains preferred enemy (combatant) till your next turn. If a double one is rolled for this test the unit gains +1 attack after all other bonuses also (e.g. charging, duel weapons, unholy relic)

I SAID MOVE!: *Beastmen do not fight for religion or loyalty to a commander, Beastmen fight because of rejection and distrust from(or to) other races, this doesn't mean Beastmen are Cowards but also means they aren't necessary brave and measures need to be take to make certain "Lords duties don"* If a Unit of Beastmen Fails a Moral Test (not pinning or Primal Fury) then the leader of that unit (highest leadership not including any priests) will execute a member of his squad to restore order, take a second Leadership test if the test is passed after falling back the unit regroups. Even if they normally would be unable to do so.

Other Rules:

Area of Respect: all units with in 6 can use this models Ld
Weapon Teams: Simply remove 2 members of the unit and replace them with a 60mm base, using the same Stateline but with 2 Wounds and Attacks, treat this as a single model.

Bloodgreed: This unit cannot sweeping advance or consolidate as they feast on there kills. When a unit with this rule wins combat (destroys entire unit or breaks foe) this unit gains a **Blood** token. Each member of the unit gets +1 A for each token (max 3); if the unit ever loses a fight (lower combat res) they lose all the tokens.

Fear/Terror: Terror is fear, but the Ld test is at -1 and gives immunity to fear

Drunkards: Before Deploying the unit roll on the following table: 1-2 *Sober*; the unit gains +2 Initiatives
 3-4 *Hangover*; Fearless and Slow and Purposeful
 5-6 *Drunk*; +1 strength and attack.

A BeastLord is the biggest of his kind. The Leader of a Beastmen horde Possess a Hunters cunning and a strategic mind, He marches to war accompanied by his finest Veterans and Finer friends.

HQ

BeastLord Command Pack.....60pts

Unit Composition: -1 BeastLord
 -5 Gors

Equipment: -Close Combat Weapon and Las/autopistol or Shotgun or Las/autogun.

- Frag and Krak Grenades

Unit type: - Infantry

Special Rules: - Primal Fury

- I SAID **MOVE** (BeastLord)

- Area of Respect (BeastLord)

	WS	BS	S	T	W	I	A	Ld	Sv+
BeastLord	6	3	4	5	3	4	4	9	4+
Gor	3	3	3	4	1	3	1	8	6+
Beastigor	4	3	4	4	1	3	2	8	4+

OPTIONS:

- The Champion may replace any of his weapons for:
 - Boltgun.....1pt
 - BoltPistol.....2pts
 - Power weapon or plasma Pistol.....10pts
 - Powerfist.....15pts
- The Champion my take the following:
 - MeltaBombs.....5pts
 - Gift of Mutation.....10pts
 - Power Armour.....10pts
 - Refractor Field.....10pts
- Any Gor in the squad may Take :
 - Vox Caster.....5pts
 - Chaos Banner, Unholy Relic.....15pts
 - Chaos Banner that's an Unholy Relic20pts

- Med Kit.....20pts
- Any Gor can be Upgraded to a Beastigor at 4 pts per model (Still counts as un-upgraded Gors for options)
- Two Gors can be combined to make a heavy weapon team with:
 - Heavy Stubber.....5pts
 - Heavy Bolter.....8pts
 - Autocannon.....12pts
 - Lascannon.....20pts
- Any Remaining Gores may take one of the following:
 - Flamer, Grenade launcher.....5pts
 - Meltagun, Power weapon.....10pts
 - Plasmagun/pistol, Powerfist...15pts

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Beastmen Priest are the Gor who posses Psychic ability's They are however very venerable to warp feed back and like Mans Psyker the life expectancy of a Priest is short, however Unlike Manling Psyker Priests are very well respected. And most of all unlike human Psykers not feared.

Unit Composition: -1-5 Priest
Equipment: - Staff (Close Combat Weapon)
Unit type: - Infantry
Special Rules: - Primal Fury
 - Psyker (one random power From Psychic power table)

0-5 Beastmen Priest15pts

	WS	BS	S	T	W	I	A	Id	Sv+
Priest	2	2	3	4	1	3	1	8	6+/6+

Psychic Power Table: (D6)

- 1: The Eye is closed, the Psyker has no usable Power this game, but instead fuelled by the Warps energy's giving him the Furious Charge Special rule.
- 2: Psychic Shield, Cast at the beginning of the Your Turn, the unit gains a 6++ save till your Next turn
- 3: Fury, Cast at start of combat, Priest and unit Auto Pass Primal Fury tests (no roll required)
- 4: Lighting ARC, Psychic shooting attack, Strength: 3 AP: 5 Type: Heavy D6+4
- 5: Skirmishers. Cast at the start of the shooting Phase, the priest unit instantly makes its Shooting attacks this turn then moves D6 Inches, it may not use heavy weapons, run or Shoot again this turn.
- 6: Blood Lust, Cast at start of the combat phase The Priest and his unit gain +1WS, however if The test is failed the unit is at -1WS.

OPTIONS:

- The Priest my take:
 -Las/autopistol.....1pt
 -BoltPistol.....2pts
 -Power weapon or plasma Pistol.....10pts
- The Priest my replace his staff with the following:
 -Force Weapon.....15pts
- My Purchase a second roll on the psychic Power table at 10pts.
You may include up to 5 Priest for a single HQ choice and these individual priests must split of and join a Pack of Ungors, Gors, BloodGors, Ungor Heavy weapon team. Minotaur's or a BeastLord Command pack. Roll the power before joining A unit. The Priest LD is never counted by the unit he joins, if he perils on a double six he will become a Chaos spawn, remove him from the unit and treat As a new unit under the spawn stat line and rules

ELITES

Where a Gore is Part Goat part Man, Arooreoss are Part child part rat, but despite this difference, the two races are still one, as beasts. These creatures still get lost in the moment of a fight, despite how bad they are at it. These creatures have good eyes and small frames making them excellent snipers, and sworn enemies of the Ratling people

Arooreoss Pack.....50pts

	WS	BS	S	T	W	I	A	Id	Sv+
Arooreoss	2	4	2	2	1	4	1	5	6+
Xreoss	2	4	2	2	1	4	2	6	6+

Unit Composition: - 1 Xreoss
 - 4 Arooreoss
Equipment: - Sniper Rifle
 - Close Combat Weapon
Unit type: - Infantry
Special Rules: - Primal Fury
 - Scout
 - Stealth

OPTIONS:

- Up to 5 more Arooreoss at 10pts each.
- The Xreoss may exchange his Sniper Rifle or Close combat weapon for:
 -BoltPistol.....2pts
 -Power weapon, Plasma pistol...10pts

Beastmen Warhammer 40,000 by RainTheZangoose

*A BloodGors is a beast of a raging blood lust that never dies
Maybe infused by a chaos god or a defective gene, it
doesn't Matter, these crazy bastards run across a battlefield
just trying to get them selves killed regardless of belief.*

BloodGors Pack.....70pts

	WS	BS	S	T	W	I	A	Id	Sv+
BloodGors	4	2	3	4	1	3	1	7	6+
Slaughter	4	2	3	4	1	3	2	8	6+

Unit Composition: - 1 Slaughter
- 9 BloodGors
Equipment: - Close Combat Weapon
- Las/autopistol.

Unit type: - Infantry
Special Rules: - Primal Fury
- Furious Charge
- Fearless

OPTIONS:

- The Slaughter may exchange his las/ autopistol or Close combat weapon for:
 - BoltPistol.....2pts
 - Power weapon, Plasma pistol...10pts
 - Power Fist.....15pts
- Two Blood Gors can replace his las/ autopistol with:
 - Plasma pistol.....10pts
 - Demolition Charge.....15pts
- One Model may take a:
 - Vox Caster.....5pts

TROOPS

*Ungors are the rank and file troops of the herd, not shy of
Close combat, just proffering the kick of a good rife in there
clawed hands, letting the Bigger breathing get in the scraps,
this works out well as Ungors support the charging
Herd.*

Ungors Pack.....50pts

	WS	BS	S	T	W	I	A	Id	Sv+
Ungors	3	3	3	3	1	3	1	6	6+
Halfhorn	3	3	3	3	1	3	2	7	6+

Unit Composition: - 1 Halfhorn
- 9 Ungors
Equipment: - Close Combat Weapon
- Las/ Autogun
(Halfhorn has Las/ autopistol)

Unit type: - Infantry
Special Rules: - Primal Fury
- I SAID **MOVE** (Halfhorn).

OPTIONS:

- The Halfhorn may exchange his las/ autopistol or Close combat weapon for:
 - BoltPistol.....2pts
 - Power weapon, Plasma pistol.....10pts
 - Power Fist.....15pts
- Two Ungors can be combined to make a heavy weapon team with:
 - Heavy Stubber.....5pts
 - Heavy Bolter.....8pts
 - AutoCannon.....12pts
- One Model may take a:
 - Vox Caster.....5pts
- The Entire Unit may take
Frag Grenades.....1pt per model
Krak Grenades.....2pts per model
- One Ungor can replace his las/ Autogun
With one of the following:
 - Flamer, Grenade launcher.....5pts
 - Meltagun.....10pts
 - Plasmagun/pistol.....15pts

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Gors are what little imperial children imagine when there mothers tell them "the monsters will get you if you don't behave!", their body's are a mocking paradox of the human form, part beast part man and all monsters.

Gors Pack.....70pts

	WS	BS	S	T	W	I	A	Id	Sv+
Gors	3	3	3	4	1	3	1	7	6+
Foerender	3	3	3	4	1	3	2	8	6+

Composition: - 1 Foerender

- 9 Gors

Equipment: - Close Combat Weapon.

- Shotguns *or* Las/ autogun.

- Frag Grenades

Unit type: - Infantry

Special Rules: - Primal Fury

- I SAID **MOVE** (Foerender).

OPTIONS:

- The Foerender may exchange his las/ autopistol or Close combat weapon for:
 - BoltPistol.....2pts
 - Power weapon, Plasma pistol.....10pts
 - Power Fist.....15pts
- Two Gors can be combined to make a heavy weapon team with:
 - Heavy Stubber.....5pts
 - Heavy Bolter.....8pts
 - AutoCannon.....12pts

- One Model may take a:
 - Vox Caster.....5pts
- The entire squad may take:
 - Krak grenades.....1pts
 - Las/ Autopistol.....1pts
- Three Gor can replace Their Shotgun With one of the following:
 - Flamer, Grenade launcher.....5pts
 - Meltagun.....10pts
 - Plasmagun/pistol.....15pts

FAST ATTACK

Ogargor are a fusion of man and beast, but more so, the body of a Gor and the legs of a four legged creature, this gives these creatures a cavalry like presence on the battle Field (if they ever show up sober)

Ogargor Pack.....65pts

	WS	BS	S	T	W	I	A	Id	Sv+
Ogargor	4	3	3	4	1	2	2	6	6+
Gorchoof	4	3	3	4	1	2	3	7	6+

Unit Composition: - 1 Gorchoof

- 4 Ogargor

Equipment: - Close Combat Weapons.

- Las/ Autogun

Unit type: - Cavalry

Special Rules: - Primal Fury

- Drunkards

- Relentless

- I SAID **MOVE** (Gorchoof)

OPTIONS:

- The Gorchoof may exchange his las/ autogun or Close combat weapon for:
 - Boltgun.....2pts
 - Power weapon, Plasma gun.....10pts
 - Power Fist.....15pts
- One Ogargor may take:
 - Heavy Stubber.....5pts
 - Missile Launcher.....10pts
 - Assault cannon.....15pts

- May have up to five additional Ogargors at 12 pts per model.
- One Model may take a:
 - Vox Caster.....5pts
- The entire squad may take:
 - Krak grenades.....1pts
- One Ogargor may take:
 - Flamer, Grenade launcher.....5pts
 - Meltagun.....10pts
 - Plasmagun/pistol.....15pts

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May Purchase 1 Hellhound/DevilDog or Bane Wolf from Codex Imperial Guard.

HEAVY SUPPORT

Heavy Weapon Team duty is in very popular in Ungor culture, the greatest kick from a weapon you ever could fell, and helps them over compensate (for there lake of big horns). The ability to call in a bit of extra fire power is valuable in a fire fight.

Ungors Heavy Weapon Teams.....50pts

Unit Composition: - 3 Ungor Heavy weapon Teams

Equipment: - Close Combat Weapon
- Mortar

Unit type: - Infantry

Special Rules: - Primal Fury

	WS	BS	S	T	W	I	A	Id	Sv+
Ungor Team	3	3	3	3	2	3	2	6	6+

OPTIONS:

- Any member of the Team may replace there mortar with the following:
 - Heavy Stubber.....free
 - Heavy Bolter.....3pts
 - AutoCannon.....8pts
 - Missile launchers.....8pts
 - Lascannon.....15pts
- The Entire Unit may have:
 - Frag Grenades.....1pt per model
 - Krak Grenades.....2pts per model
 - Snare mines.....1pt per model

Minotaur's are the stuff of nightmares, gigantic hulks of flesh and mussel. The strength to crush a man in a moment and the level of intellect to be amused by the idea. These monsters are used as shock troops in the herd and lead assaults. Absorbing fire that would fell a normal Beastmen with ease.

Minotaur Pack.....130pts

Composition: - 1 Will

- 2 Minotaur

Equipment: - Large improvised Close Combat Weapon

Unit type: - Infantry

Special Rules: - Primal Fury
- Bloodgreed
- Fear

	WS	BS	S	T	W	I	A	Id	Sv+
Minotaur	4	2	5	5	3	3	4	7	6+
Will	4	2	5	5	4	3	4	8	5+

OPTIONS:

- May Have up to Six Additional Minotaur at 40pts per model
- The Will may exchange Large Improved Close combat weapon for:
 - Power weapon.....10pts
 - Power Fist.....30pts
- One Model For every three May take a:
 - Heavy Stubber.....5pts
 - Heavy Bolter.....8pts
 - AutoCannon.....12pts
- The entire squad may take:
 - Frag Grenades.....2pts per model

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May Purchase ONE Lemman Russ Variant from Codex Imperial Guard

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Chorgon are a rare sight on the battlefield, and may believe they are a mixture of Beastmen and carnifex (after all when was the last time you saw a giant regenerating monster eh?) this legendary reputation has led the creature to be feared throughout the imperium, as if the towering beast need this reputation.

Chorgon.....220pts

	WS	BS	S	T	W	I	A	Id	Sv+
Chorgon	3	1	6	6	6	3	6	9	4/6+

OPTIONS: *Is it not killy enough?!*

Special Rules: *Swallow Whole*, one of the Chorgon attacks can be designated by using a different coloured dice to representing his final strike of swallowing his victim hole, roll this attack as normal but remember is individual attack (if it hit and wounds) will inflict instant death

- Composition:** -1 Chorgon
- Equipment:** - **EXTRA** Large improvised Close Combat Weapon
- Unit type:** - Monstrous Creature
- Special Rules:** - Primal Fury
- Bloodgreed
 - Terror
 - Furious Charge
 - Swallow Whole
 - Strength from flesh

Strength from Flesh: At the beginning of each of your turn's roll a D6 for each lost wound, the Chorgon will recover a lost would on a roll of a six. If the Chorgon kills someone with his Swallow Whole Special attack, he will regenerate another wound instantly, when he cannot consolidate and or sweeping advance thanks to feeding on his foes under the Bloodgreed Special rule he will instantly gain a Wound then as well. (Please note if a Chorgon could not Sweeping advance And Consolidate in a single phase, he still only regains a single wound he can never raise above his starting wounds)

Books of the Beast

Other items:

Chaos Banner, all units in 12" Reroll moral and furry tests

Vox Caster, As Long as BeastLord unit has one, another unit with a caster and "I SAID **MOVE**" special rule may execute a member of the squad to reroll pinning tests

Unholy Relic, A unit with the unholy relic has the Bloodgreed special rule.

Auto Weapons, *Auto weapons are solid projectile firing weapons that only merit is there ability to be mass produced cheaply.*

	Strength	AP	Type
Autogun:	3	-	rapid fire
Autopistol:	3	-	Pistol

Mutation Table, As long as your army contains a BeastLord who has "gift of mutation" any Xreoss, slaughter, Halfhorn, Foerender, Gorchoof and Will can purchase a gift of mutation for 10pts. (see codex chaos marines)

Final Notes from Author:

Thank you for reading this codex please fell free to use with out permission but to give credit to original creator. Thanks you ~<3 Rain

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