



## 2000 Pts - Beastmen - Morgor's Beasts of the North

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
<b>Beastlord (1♠, 219 pts)</b>																	
Beastlord	1	5	6	3	5/8	5	3	5	4	9	4+		1				219
Composition: Lord Man-bane: Character and units in the same combat re-roll Primal Fury tests vs Empire and Bretonnians; <b>General</b> ; Primal Fury; Hand Weapon; Heavy Armour; Shield																	
<i>Stonecrusher Mace</i>	1	+3 Strength, Strength 10 vs war machines and chariots.															[65]
<b>Tuskgor Chariot (1♠, 80 pts)</b>																	
Tuskgor Chariot	1				5	4	4				4+		4				80
Composition: Core Primal Fury; Chariot																	
Gor Driver	1	-	4	3	3	-	-	3	1	7	-						[0]
Spear																	
Bestigor Warrior	1	-	4	3	4/6	-	-	3	1	7	-						[0]
Great Weapon																	
Tuskgor	2	7	3	-	4	-	-	2	1	-	-						[0]
<b>Tuskgor Chariot (1♠, 80 pts)</b>																	
Tuskgor Chariot	1				5	4	4				4+		4				80
Composition: Core Primal Fury; Chariot																	
Gor Driver	1	-	4	3	3	-	-	3	1	7	-						[0]
Spear																	
Bestigor Warrior	1	-	4	3	4/6	-	-	3	1	7	-						[0]
Great Weapon																	
Tuskgor	2	7	3	-	4	-	-	2	1	-	-						[0]
<b>Tuskgor Chariot (1♠, 80 pts)</b>																	
Tuskgor Chariot	1				5	4	4				4+		4				80
Composition: Core Primal Fury; Chariot																	
Gor Driver	1	-	4	3	3	-	-	3	1	7	-						[0]
Spear																	
Bestigor Warrior	1	-	4	3	4/6	-	-	3	1	7	-						[0]
Great Weapon																	
Tuskgor	2	7	3	-	4	-	-	2	1	-	-						[0]
<b>Gor Herd (30♠, 265 pts)</b>																	
Gor Herd	29	5	4	3	3	4	1	3	1/2	7	-		1				265
Composition: Core Ambush; Primal Fury; Musician ♪; Standard Bearer 🏴; Hand Weapon; Extra Hand Weapon																	
Foe-Render	1	5	4	3	3	4	1	3	2/3	7	-		1				[18]
Hand Weapon; Extra Hand Weapon																	
<b>Gor Herd (30♠, 265 pts)</b>																	
Gor Herd	29	5	4	3	3	4	1	3	1/2	7	-		1				265
Composition: Core Ambush; Primal Fury; Musician ♪; Standard Bearer 🏴; Hand Weapon; Extra Hand Weapon																	
Foe-Render	1	5	4	3	3	4	1	3	2/3	7	-		1				[18]
Hand Weapon; Extra Hand Weapon																	
<b>Bestigor Herd (28♠, 401 pts)</b>																	
Bestigor Herd	27	5	4	3	4/6	4	1	3	1	7	5+		1				401
Composition: Special Despoilers: +1 to combat resolution for each standard previously captured from destroyed / fleeing units, lost when you flee; Primal Fury; Musician ♪; Standard Bearer 🏴; Great Weapon; Heavy Armour																	
Gouge-Horn	1	5	4	3	4/6	4	1	3	2	7	5+		1				[24]
Hand Weapon; Great Weapon; Heavy Armour																	
<i>Manbane Standard</i>	1	All enemy units within 6" have -1 Leadership.															[35]
<b>Chaos Spawn (2♠, 110 pts)</b>																	
Chaos Spawn	2	2D6	3	-	4	5	3	2	D6+1	10	-		3				110
Composition: Rare Lurching Horror: Choose a direction, then move 2D6" in that direction every turn; Causes Fear; Unbreakable																	

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost		
																	<b>Total Cost:</b>	<b>1500</b>	

### Option Footnotes

Options	
Extra Hand Weapon	+1 Attack. Requires two hands.
Great Weapon	+2 Strength when on foot; +1 Strength if mounted. Always strikes last unless charging. Two-handed.
Hand Weapon	+1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.
Heavy Armour	5+ Armour save.
Musician 	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Shield	+1 Armour save bonus.
Spear	May fight in two ranks to the front if on foot; +1 Strength when mounted and charging.
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.
Special	
Ambush	This unit may be kept off the table, as long as you deploy another similar unit instead. Roll in the Remaining Moves phase of the turn for each Ambushing unit: 1) Unit enters from table edge of opponents choice; 2-3) Roll again next turn; 4) Unit arrives on edge to your left; 5) Unit arrives on edge to your right; 6) Unit arrives on the edge of your choice.
Primal Fury	Make a Ld test at the beginning of each round of close combat. If you pass, the unit is subject to Hatred of all units they are fighting every round. Rolls of a double-1 confer Frenzy.

### Validation Report

*Edition: 7th Edition; Game Type: Normal Game*

Roster satisfies all enforced validation rules

### Roster Statistics

Casting Dice: 2

Dispel Dice: 2

General's Ld: 9

# Models: 94

Total Characters: 219.0

Total Core: 770.0

Total Magic Items: 100.0

Total Rare: 110.0

Total Special: 401.0

% Characters: 14.6

% Core: 51.3

% Magic Items: 6.7

% Rare: 7.3

% Special: 26.7

Group	Min	Max	Used
Heroes	0	4	0
Lords	0	1	1
Core	3	Unlimited	5
Special	0	4	1
Rare	0	2	1