

BEASTMAN WARBAND

VERSION 2.2

UPDATED 20/01/20

INCLUDING CORRECTIONS, REVISIONS AND ADDITIONAL NOTES

Beastmen are half-men and half-beasts combining the contrary natures of the human and bestial in some fashion. The legends of Greece and Rome are full of such creatures in the guise of satyrs, fauns and minotaurs as well as centaurs - all of these are to some degree a cross between a human and wild animal.

The rather more generic description 'beastman' probably owes its origin to role-playing games once more, and has come to mean something like a faun combining goat-like legs and flanks with a human torso and arms topped by a head that is either that of a beast or beastlike. Models along these lines are available from a variety of manufacturers and plainly owe their inspiration to the sources cited here. Our list is drawn broadly and presents these creatures as brutish warriors led by wild and inhuman masters.

Our beastmen vary from the smaller or faun-like *low beastmen* to the more brutish beastmen and larger beastmen guard. A variety of weaponry is represented including long spears, halberds and big axes. Low beastmen make do with clubs, swords and spears but can also have bows providing useful missile power. Armour also varies from none to a reasonable 'medium armour' level for the better equipped individuals. Most beastmen are naturally resilient anyway.

Beastmen are led by chieftains who we must suppose to be bigger and even more brutish than their followers. They can ride chariots - which we describe as pulled by giant boars - no doubt the whole honking, braying and squealing cacophony would be quite impressive. Gamers who wish to substitute other means of traction are welcome to do so. As we might expect beastmen chieftains are fighters rather than sophisticated tacticians, with modest command and initiative values, but their troops are naturally aggressive for the most part and require little prompting to get stuck in.

The list also allows us to include those other kinds of legendary half-beast creatures minotaurs and centaurs,

giving us a monstrous element to our force and cavalry of a sort. Both of these are represented with individual characters that are powerful units in their own right. Their respective troop types are also potent adversaries. Minotaurs carry axes of increasing size according to choice and are favoured with the frenzied charge or irresistible charge rule. Centaurs are fast moving and enjoy a wide choice of arms from clubs to spears, lances and bows.

In addition our beastmen warband can include flying harpies and packs of beast hounds that we imagine to be wolf-like, though perhaps it is best not to enquire too closely. To round off our force we have access to a crude bolt-throwing machine, whether looted from more dextrous races or lashed together by the more focussed members of the herd we do not know.

ADDITIONAL NOTES

This updated version of the Beastman Warband list includes corrections and revisions of the original published version. This list forms part of the online resource base for the Erewhon game. If you spot any errors, typos or grammatical infidelities please drop me a line via the This Gaming Life pages.

The Beastman Warbands list is a mix of myths and mutants. The inclusion of two sizes or types of Beastmen allows us to form a warband based upon one or the other, as well as a mixture of both. I rolled some classic mythical creatures into this list too, partly because they are in keeping with the theme, but also because they enable us to build a list derived from classical Greek legends. As with all the warbands this one is designed to be relatively open and players are encouraged to agree to place limits on choices to suit their own style of play. The few essential restrictions built into the lists can also be ignored if players are agreeable: for example to create a force that is chiefly Centaurs or Minotaurs.

BEASTMAN CHIEFTAIN

Warlord Warriors Unit

Points Value: 114

Special: You must include one Beastman Chieftain **or** Beastman Chieftain in Chariot unit in your warband and one only.

| Unit: Beastman Chieftain | Ag | Acc | Str | Res | Init | Co | Special |
|---------------------------------------------------------|----|-----|-----|------|------|----|---------------------------------------|
| 1 x Beastman Chieftain with sword or axe, medium armour | 5 | 4 | 6 | 6(8) | 7 | 8 | Tough, Command, Follow, 3x HtH, Wound |
| 2 x Beastman Bodyguard with sword or axe, medium armour | 5 | 4 | 6 | 6(8) | 7 | 7 | |

Options

- Give unit huge sword or big axes @Free per model
- Upgrade Chieftain to Wound 2 @16pts
- Upgrade Chieftain to Wound 3 @ 32pts
- Upgrade Chieftain to Tough 2 @10pts
- Give unit Savage rule @3pts +1pt per Beastman Bodyguard
- Add up to 2 Beastman Bodyguards @17pts each

BEASTMAN CHIEFTAIN IN CHARIOT

Warlord Chariot Unit

Points Value: 171

Special: You must include one Beastman Chieftain **or** Beastman Chieftain in Chariot unit in your warband and one only.

| Unit: Beastman Chieftain | Ag | Acc | Str | Res | Init | Co | Special |
|---------------------------------------------------------------------|-----|-----|-----|--------|------|----|-------------------------------------------|
| 1 x Chariot with Chieftain and crew in chariot pulled by wild boars | 5 | - | - | 10 | - | - | Large, Tough, Fast 6, Irresistable Charge |
| 1 x Beastman Chieftain with sword or axe, [medium armour] | [5] | [4] | 6 | [6(8)] | 7 | 8 | [Tough], Command, Follow, 3x HtH, [Wound] |
| 1 x Beastman Crew with sword or axe | - | - | 6 | - | - | - | |
| 2 x Wild Boars | - | - | 6 | - | - | - | 1 x HtH SV3 |

Options

- Give unit huge swords or big axes @Free per model
- Upgrade Chieftain to [Wound 2] @16pts on foot only
- Upgrade Chieftain to [Wound 3] @32pts on foot only
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge
- Upgrade Chieftain to [Tough 2] @10pts on foot only
- Give unit Savage rule @5pts +1pt per Beastman Crew
- Add up to 2 Beastman Crew @5pts each

BEASTMAN SHAMAN

Warrior Unit

Points Value: 62

Special: You can include a maximum of one Beastman Shaman **or** Beastman Shaman in Chariot in your warband.

| Unit: Beastman Shaman | Ag | Acc | Str | Res | Init | Co | Special |
|--------------------------------------------------|----|-----|-----|-----|------|----|---------------------------------------------|
| 1 x Beastman Shaman with sword or axe | 5 | 4 | 6 | 6 | 7 | 8 | Tough, Wound, Magic Level 1 |
| 0 x Beastman Shamanic Cultists with sword or axe | 5 | 4 | 6 | 6 | 7 | 7 | - |
| 0 x Animal Spirit Guide or Familiar | 5 | 6 | 6 | 6 | 3 | 3 | Spirit, 1xHtH SV1, Exchange of Missiles SV1 |

Options

- Upgrade Shaman to Magic Level 2 @25pts
- Upgrade Shaman to Magic Level 3 @50pts
- Give unit Savage rule @1pt per model
- Add up to 4 Shamanic Cultists @13pts each **OR**
Add up to 4 Animal Spirit Guides @23pts each
- Give Shamanic Cultists light armour @2pt per Cultist model increasing Res to 6(7)

BEASTMAN SHAMAN IN CHARIOT

Chariot Unit

Points Value: 153

Special: You can include a maximum of one Beastman Shaman or Beastman Shaman in Chariot in your warband.

| Unit: Beastman Shaman | Ag | Acc | Str | Res | Init | Co | Special |
|------------------------------------------------------------------|-----|-----|-----|-----|------|----|-------------------------------------------|
| 1 x Chariot with Shaman and crew in chariot pulled by wild boars | 5 | - | - | 10 | - | - | Large, Tough, Fast 6, Irresistible Charge |
| 1 x Beastman Shaman with sword or axe | [5] | [4] | 6 | [6] | 7 | 8 | [Tough], [Wound], Magic Level 1 |
| 1 x Beastman Crew with sword or axe | - | - | 6 | - | - | - | - |
| 2 x Wild Boars | - | - | 6 | - | - | - | 1 x HtH Attack SV 3 |

Options

- Upgrade Shaman to Magic Level 2 @25pts
- Upgrade Shaman to Magic Level 3 @50pts
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge
- Give unit Savage rule @1pt + 1pt per Beastman Crew
- Add up to 2 Beastman Crew @5pts each

MINOTAUR LORD

Monster Unit

Points Value: 66

Special: You can include a maximum of one Minotaur Lord unit in your warband.

| Unit: Minotaur Lord | Ag | Acc | Str | Res | Init | Co | Special |
|-----------------------------------------------|----|-----|-----|------|------|----|----------------------------------------------|
| 1 x Minotaur Lord, sword or axe, light armour | 4 | 4 | 6 | 8(9) | 8 | 8 | Large, Tough, 3x HtH, Frenzied Charge, Wound |

Options

- Give Minotaur Lord huge sword or big axe @Free
- Give Minotaur Lord improbably vast sword or bloomin' big axe @1pt
- Give Minotaur Lord Irresistible Charge instead of Frenzied Charge @8pts
- Give Minotaur Lord Savage rule @3pts
- Give Minotaur Lord medium armour @10pts increasing Res to 8(10)

CENTAUR LORD

Monster Unit

Points Value: 71

Special: You can include a maximum of one Centaur Lord unit in your warband.

| Unit: Centaur Lord | Ag | Acc | Str | Res | Init | Co | Special |
|-----------------------------------------------|----|-----|-----|------|------|----|--------------------------------------|
| 1 x Centaur Lord, sword or axe, medium armour | 7 | 6 | 6 | 6(8) | 8 | 8 | Large, Tough, Fast 8, 3 x HtH, Wound |

Options

- Give Centaur Lord lance @1pt
- Give Centaur Lord spear @Free
- Give Centaur Lord bow @2pts
- Give centaur Lord Savage rule @3pts
- Give Centaur Lord Dead Eye Shot rule @5pts

BEASTMAN GUARD

Warrior Unit

Points Value: 87

Special: You can include a maximum of one unit of Beastman Guard in your warband.

| Unit: Infantry Unit | Ag | Acc | Str | Res | Init | Co | Special |
|-----------------------------------------------------|----|-----|-----|------|------|----|---------|
| 1 x Beastman Leader with sword or axe, light armour | 5 | 4 | 6 | 6(7) | 7 | 8 | Tough |
| 4 x Beastman with sword or axe, light armour | 5 | 4 | 6 | 6(7) | 7 | 7 | - |

Options

- Give unit medium armour @2pts per model increasing Res to 6(8)
- Give unit long spears @Free per model
- Give unit halberds @1pt per model
- Give unit big axes @Free per model
- Give unit Savage rule @1pt per model
- Add up to 5 Beastmen @15pts each

BEASTMAN WARRIORS

Warrior Unit

Points Value: 67

| Unit: Infantry Unit | Ag | Acc | Str | Res | Init | Co | Special |
|---------------------------------------|----|-----|-----|-----|------|----|---------|
| 1 x Beastman Leader with sword or axe | 5 | 4 | 5 | 6 | 7 | 8 | Tough |
| 4 x Beastman with sword or axe | 5 | 4 | 5 | 6 | 7 | 7 | - |

Options

- Give unit light armour @2pts per model increasing Res to 6(7)
- Give unit long spears @Free per model
- Give unit halberds @1pt per model
- Give unit big axes @Free per model
- Give unit Savage rule @1pt per model
- Add up to 5 Beastmen @ 11pts each

LOW BEASTMAN WARRIORS

Warrior Unit

Points Value: 42

| Unit: Infantry Unit | Ag | Acc | Str | Res | Init | Co | Special |
|-----------------------------------|----|-----|-----|-----|------|----|---------|
| 1 x Low Beastman Leader with club | 5 | 5 | 5 | 5 | 7 | 7 | Tough |
| 4 x Low Beastman with club | 5 | 5 | 5 | 5 | 7 | 6 | - |

Options

- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit spears @2pts per model
- Give unit swords or axes @2pts per model
- Add up to 5 Beastmen @6pts each

LOW BEASTMAN ARCHERS

Warrior Unit

Points Value: 52

| Unit: Infantry Unit | Ag | Acc | Str | Res | Init | Co | Special |
|----------------------------------------|----|-----|-----|-----|------|----|---------|
| 1 x Low Beastman Leader with club, bow | 5 | 5 | 5 | 5 | 7 | 7 | Tough |
| 4 x Low Beastman with club, bow | 5 | 5 | 5 | 5 | 7 | 6 | - |

Options

- Give unit swords or axes @2pts per model
- Add up to 5 Beastmen @8pts each

MINOTAURS

Monster Unit

Points Value: 98

Special: You can include a maximum of one unit of Minotaurs in your warband.

| Unit: Minotaurs | Ag | Acc | Str | Res | Init | Co | Special |
|--------------------------------|----|-----|-----|-----|------|----|---------------------------------------|
| 1 x Minotaur Champion with axe | 4 | 4 | 6 | 8 | 7 | 8 | Large, Tough, 2x HtH, Frenzied Charge |
| 2 x Minotaur with axe | 4 | 4 | 6 | 8 | 7 | 7 | Large, 2x HtH, Frenzied Charge |

Options

- Give unit big axes @Free
- Give unit Irresistible Charge instead of Frenzied Charge @8pts per model
- Give unit bloomin' big axes @1pt per model
- Add up to 2 Minotaurs to unit @28pts each

CENTAURS

Monster Unit

Points Value: 108

Special: You can include a maximum of one unit of Centaurs in your warband.

| Unit: Centaurs | Ag | Acc | Str | Res | Init | Co | Special |
|--------------------------------|----|-----|-----|-----|------|----|-----------------------|
| 1 x Centaur Champion with club | 7 | 6 | 6 | 6 | 8 | 8 | Tough, Fast 8, 2x HtH |
| 2 x Centaur with club | 7 | 6 | 6 | 6 | 8 | 7 | Fast 8, 2x HtH |

Options

- Give unit swords or axes @2pts per model
- Give unit Dead Eye Shot @10pts
- Give unit spears @2pts per model
- Give unit light armour @2pts per model increasing Res to 6(7)
- Give unit lances @3pts per model
- Give unit medium armour @4pts per model increasing Res to 6(8)
- Give unit bows @2pts per model
- Add up to 2 Centaurs to unit @32pts each

HARPIES

Warrior Unit

Points Value: 150

Special: You can include a maximum of one unit of Harpies in your warband.

| Unit: Harpies | Ag | Acc | Str | Res | Init | Co | Special |
|------------------------|----|-----|-----|-----|------|----|------------------------------------------|
| 3 x Harpies with rocks | 10 | 5 | 5 | 5 | 9 | 9 | Flies, Fast 10, 2x HtH SV1, 1x Drops SV1 |

Options

- Give unit Dead Eye Shot rule @10pts
- Add up to 2 Harpies to unit @50pts each
- Give unit Vengeful rule @1pt per model

BEAST HOUNDS

Warrior/Beast Unit

Points Value: 85

| Unit: Beast Hounds | Ag | Acc | Str | Res | Init | Co | Special |
|----------------------------------------------------------|----|-----|-----|------|------|----|----------------------|
| 1 x Beastman Pack master with sword or axe, light armour | 5 | 4 | 6 | 6(7) | 7 | 8 | Tough, Rapid Sprint |
| 4 x Beasthounds | 5 | - | 6 | 7 | 5 | 5 | Savage, Rapid Sprint |

Options

- Give Pack Master medium armour @2pts increasing Res to 6(8)
- Add up to 5 Beast Hounds @14pts each
- Give Beast Hounds Dog Breath @1pt per model giving all Beasthounds Choking attacks.

BEASTMAN BOLT THROWER

Artillery Unit

Points Value: 72

| Unit: Beastman Bolt Thrower | Ag | Acc | Str | Res | Init | Co | Special |
|-----------------------------------------------------------------|-----------|------------|------------|------------|-------------|-----------|----------------|
| 3 x Low Beastman crew with swords or axes, bolt throwing engine | 5 | 5 | 5 | 5 | 7 | 7 | Large, Slow 3 |

Equipment

1 x Small Bolt Thrower

Options

•Add up to 2 Low Beastman crew to unit @10pts each

•Give unit Large Bolt Thrower instead of Small Bolt Thrower @21pts

WEAPON AND SPECIAL RULE SUMMARY

| WEAPON | RANGE | | | Strike Value (SV) | Special Rules |
|--------------------|---------------------|--------|---------|-------------------|-------------------------------------------------|
| | Short | Long | Extreme | | |
| Bow | 0-10" | 10-20" | - | 0 | |
| Small Bolt Thrower | 0-20" | 20-30" | 30-40" | 3 | Fire order required to shoot, 3x Ranged Attacks |
| Large Bolt Thrower | 0-20" | 20-40" | 40-60" | 5 | Fire order required to shoot, Unstoppable |
| Rock | 0-10" | - | - | 0 | Also HtH |
| Sword or Axe | Hand-to-Hand Combat | | | 1 | +1 to Strength |
| Spear | Hand-to-Hand Combat | | | 1 | Can be used for exchange of missiles |
| Long Spear | Hand-to-Hand Combat | | | 1 | Cancels charge bonus |
| Halberd | Hand-to-Hand Combat | | | 2 | +1 to Strength |
| Club | Hand-to-Hand Combat | | | 0 | |
| Big Axe | Hand-to-Hand Combat | | | 2 | |
| Bloomin' Big Axe | Hand-to-Hand Combat | | | 3 | Heavily Laden |
| Lance | Hand-to-Hand Combat | | | 1/3 | SV3 on charge |
| Rock | Hand-to-Hand Combat | | | 0 | Can also be used as ranged weapon |

Choking. Choking attacks ignore the target's armour and cover bonuses.

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Dead Eye Shot. Re-roll 1 miss.

Flies. Moves over any terrain/obstacles without test or penalties. Enemy cannot charge/countercharge or follow-on in combat unless they can also fly, or if flyers are down.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Frenzied Charge. +1 extra Attack when charging.

Irresistible Charge. D3 SV bonus when charging.

Large. +1 to hit shooting. Can draw LOS to body. Can draw Los over non-large models (artillery overhead only)

Rapid Sprint. Sprint at 4M.

Slow/Fast. Move at the basic rate indicated.

Savage. Re-roll Str to hit in first round of combat in game.

Spirit. Can be sacrificed for a re-roll. Destroyed if wizard is slain.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Unstoppable. Shot penetrates the unit hit and can strike others beyond so long as the target is hit each time. Roll twice on the monstrosity damage table.

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.