

Warband Name: Meneater (Beastmen)											Warband Rating: 139		Rout Limit: 3		Gold Coins: 0		Shards: 1					
Name: Mikrix											Type: Chieftain		Level: 23 [+1]									
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:		Armour:										
4	4	3	4	4	1	4	1	7	-	Club, Club		Helmet										
Rules: Leader, Broken Leg																						
Name: Dhar											Type: Shaman		Level: 14 [+3]									
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:												
5	5	3	3	4	1	3	1	6	-	Club, Club												
Rules: Wizard (Eye of God)																						
Name: Etzhqu											Type: Bestigor		Level: 11 [+3]									
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:												
5	4	3	4	4	2	3	1	7	-	Club, Club												
Name: Malcec											Type: Bestigor		Level: 10 [+1]									
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:												
5	4	3	4	4	1	3	1	7	-	Club, Club												
Name: Kaazzox											Type: Centigor		Level: 11 [+3]									
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:		Armour:										
8	4	3	4	4	2	2	1	7	-	Club, Club		Helmet, Lucky Charm										
Rules: Trample, Drunken																						
Name: The Marauders											Type: 2 Gors											
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:												
5	4	3	3	4	1	3	1	6	-	Dagger, Dagger												
Name: The Pack											Type: 3 Warhounds of Chaos											
M	WS	BS	S	T	W	I	A	LD	Sv													
9	4	0	4	3	1	3	1	5	-													
Rules: Animal																						
Name: Munnus											Type: 1 Minotaur											
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:												
6	4	3	4	4	3	4	3	8	-	Halberd												
Rules: Fearsome, Large, Bloodgreed																						

* the [++] notation behind the level states how many level ups you need to gain an advance

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Notes

- Finally! A Minotaur joined our ranks!

Skills and other Rules

Leader

Any model within 6" may use the Leaders Leadership instead of its own.

Broken Leg (Injury)

The model gains -1 Movement.

Trample

Counts as an additional attack that does not benefit from weapon bonuses or penalties.

Drunken

Roll a D6 at the start of each turn. At a roll of 1, the unit must test for Stupidity that turn. On a roll of 6, the unit becomes Frenzied for that turn. On a roll of 2-5 nothing happens.

Animal

The model may not carry loot.

Fearsome (Strength)

The model causes fear in opposing models.

Large

Any model may shoot at this model even if it is not the closest target.

Bloodgreed

Whenever the model puts all of its enemies in hand-to-hand combat out of action, it becomes frenzied on a roll of 4+.

Spells

Eye of God (Dark Magic) [7+]

You may use the Eye of God successfully only once per Battle. Choose a single model within 6". Roll a D6 to see the result: 1 - The Model is taken out of action immediately, but must not roll on the serious injuries chart. 2-5 - The Model gains +1 on any Characteristic for the remainder of the battle. 6 - The Model gains +1 on ALL its Characteristics for the remainder of the battle.

Equipment

Helmet

Add +0 to your armour save.
Treat all rolls of "Stunned" on the injury table as "Knocked down".

Club (Strength +0)

A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury

Dagger (Strength +0)

Enemy save modifier +1. If it has none, it gets a 6+ armor save

Halberd (Strength +1)

May not use any equipment in the offhand during close combat. If the model is equipped with a shield it still gets a +1 bonus to its armour save against shooting

Lucky Charm

Roll a D6 on the first hit this model takes. On a 4+ the hit is discarded.