



Goats  
Cj

**Allegiance: Beasts of Chaos**

- *Greatfray: Gavespawn*

#### LEADERS

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**Beastlord (90)**

- *General*

- *Command Trait : Unravelling Aura*

**Beastlord (90)**

- *Artefact : Mutating Gnarblade*

**Great-Bray Shaman (100)**

- *Artefact : The Knowing Eye*

- *Lore of the Twisted Wilds : Vicious Stranglethorns*

**Great-Bray Shaman (100)**

- *Lore of the Twisted Wilds : Tendrils of Atrophy*

#### UNITS

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**20 x Bestigors (240)**

**10 x Bestigors (120)**

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**10 x Gors (70)**

- *Gor-Blades & Beastshields*

**10 x Ungors (60)**

- *Mauls & Half-Shields*

**10 x Ungors (60)**

- *Mauls & Half-Shields*

**1 x Tuskgor Chariots (60)**

**30 x Ungor Raiders (240)**

**40 x Ungor Raiders (320)**

**1 x Chaos Spawn (50)**

#### BATTALIONS

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**Desolating Beastherd (150)**

#### ENDLESS SPELLS / TERRAIN / COMMAND POINTS

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**Wildfire Taurus (80)**

**Extra Command Point (50)**

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TOTAL: 2000/2000    WOUNDS: 171

LEADERS: 4/6    BATTLELINES: 6 (3+)    BEHEMOTHS: 0/4    ARTILLERY: 0/4

ARTEFACTS: 2/2    ENDLESS SPELLS: 1/3    ALLIES: 0/400