

# MOURNFANG PACK

Ogors mounted on Mournfangs form the core of the Beastclaw Raiders' Alfrostuns, and are always at the vanguard of a raid's assault. The Beastclaw riders heft clubs, blades and pistols, firing point-blank into their foes before laying about themselves with brutal abandon, while the beasts trample and gore anything unfortunate enough to get in their way.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ironlock Pistol	12"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Culling Clubs and Prey Hackers	1"	3	4+	3+	-	2
Gargant Hacker	2"	2	4+	3+	-1	3
Mournfang's Tusks	1"	4	4+	3+	-1	1

## DESCRIPTION

A Mournfang Pack has 2 or more models. Some Mournfang Packs are equipped with Culling Clubs or Prey Hackers in one meaty hand, and spiked gauntlets called Iron Fists in the other, which they use to bat aside an enemy's blows before punching them in the face. Other Mournfang Packs prefer to wield mighty two-handed Gargant Hackers to chop giant monsters down to size, or bisect lesser foes with a single blow. The Mournfangs themselves gore their foes with their massive Tusks.

## SKALG

The leader of this unit is a Skalg. A Skalg may be armed with an Ironlock Pistol in addition to his other weapons.

## HORN BLOWER

Models in this unit may be Horn Blowers. You can roll three dice and pick the two highest results when determining the charge distance for a unit if it includes any Horn Blowers.

## BANNER BEARER

Models from this unit may carry Raiding Banners adorned with the skull of a great beast. You can re-roll dice rolls of 6 when taking a battleshock test for a unit that includes any Raiding Banners. Furthermore, roll a dice whenever an enemy model flees whilst its unit is within 6" of any Raiding Banner from your army. On a 6, another model immediately flees from that unit.

## ABILITIES

**Iron Fists:** Each time you make a successful save roll of 6 or more for a Mournfang Pack armed with Iron Fists, and the attacking unit is within 1", the attacking unit suffers 1 mortal wound after all of its attacks have been made.

**Mournfang Charge:** Each time a Mournfang Pack model completes a charge move, select an enemy model within 1". On a roll of 4 or more, that model's unit suffers a mortal wound.

## KEYWORDS

DESTRUCTION, OGOR, BEASTCLAW RAIDERS, MOURNFANG PACK