



# BUTCHER



The Gulping God speaks through the blood-smeared shamans known as Butchers. Channelling the gastromantic magic of their deity, these swollen brutes can cause the very earth to come alive and munch upon their foes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tenderiser	1"	3	3+	3+	-1	3
Cleaver	1"	3	3+	3+	-2	2
Gulping Bite	1"	1	3+	3+	-	1

## DESCRIPTION

A Butcher is a single model armed with a Gulping Bite and one of the following weapon options: Tenderiser; or Cleaver.

## ABILITIES

**Bloodgruel:** *Bloodied chunks of meat are ritualistically devoured by the Gulping God's shamans in order to cast their gastromantic powers. They have been known to choke on these pieces from time to time.*

Roll a dice each time this model successfully casts or unbinds a spell, after the effects of the spell have been resolved. On a 2+, you can heal 1 wound allocated to this model. On a 1, this model suffers 1 mortal wound.

## MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Voracious Maw spells.

**Voracious Maw:** *The Butcher's great hunger manifests itself, and the ground splits to reveal a tooth-lined, bottomless pit that hungrily snaps and snarls.*

Voracious Maw has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. After resolving any damage, roll a dice. On a 1, 2 or 3, the maw is said to be satisfied and the spell ends. On a 4+, the target unit suffers D3 additional mortal wounds. Keep repeating this process until the maw is satisfied or the target unit is destroyed.

## KEYWORDS

DESTRUCTION, OGOR, OGOR MAWTRIBES, GUTBUSTERS, HERO, WIZARD, BUTCHER