



• WARSCROLL •

FIREBELLY

Wandering shamans who worship Gorkamorka as the Sun-eater, Firebellies gobble up the spiciest and deadliest ingredients in order to stoke the flames within their gut. Should an enemy stray too close, they will be immolated with a gout of fiery breath.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fire Breath	6"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Basalt Hammer	2"	2	3+	3+	-1	D3

DESCRIPTION

A Firebelly is a single model armed with Fire Breath and a Basalt Hammer.

ABILITIES

Fire Breath: *Fiery morsels are consumed by this ogor moments before a torrent of flame is spat back out at the enemy.*

Do not use the attack sequence for an attack made with Fire Breath. Instead, pick 1 enemy unit that is within range of the attack and roll

a dice. On a 4+, that enemy unit suffers D3 mortal wounds.

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 Cascading Fire-cloak spells.

Cascading Fire-cloak: *The Firebelly creates a shield of fire around himself, scorching nearby foes.*

Cascading Fire-cloak has a casting value of 6. If successfully cast, roll 1 dice for each enemy unit within 3" of the caster. On a 4+, that enemy unit suffers D3 mortal wounds.

In addition, if this spell is successfully cast, add 1 to save rolls for attacks that target this model until the start of your next hero phase.

KEYWORDS

DESTRUCTION, OGOR, OGOR MAWTRIBES, HERO, WIZARD, FIREBELLY