



GORGERS



Inflicted with a curse that ensures they can never satiate their terrible hunger, Gorgers lope into battle in a frenzied rage, tearing opponents limb from limb and stuffing the bloody remains into their oversized maws.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Long Claws	1"	4	3+	3+	-	2
Distensible Jaw	1"	1	3+	3+	-1	D3

DESCRIPTION

A unit of Gorgers has any number of models, each armed with Long Claws and a Distensible Jaw.

ABILITIES

Ambushing Hunters: *Their minds filled with eternal bloodlust, Gorgers race ahead of the main tribe looking to feast first upon the flesh of the enemy.*

Instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up in ambush as a reserve unit. If you do so, at the end of your first movement phase, you must set up this unit on the battlefield more than 9" from any enemy units.

Insatiable Hunger: *When the scent of food catches their nostrils, nothing can get between a Gorgers and their prey.*

You can re-roll charge rolls for this unit.

KEYWORDS

DESTRUCTION, OGOR, OGOR MAWTRIBES, GUTBUSTERS, GORGERS