



• WARSCROLL •

LEADBELCHERS

The blackpowder-obsessed gunners known as Leadbelchers lumber into battle, blasting away with their massive guns and utilising them as makeshift bludgeons should the foe be foolish enough to engage them in hand-to-hand combat.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Leadbelcher Gun	12"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bludgeoning Blow	1"	2	3+	3+	-1	2
Gulping Bite	1"	1	3+	3+	-	1

DESCRIPTION

A unit of Leadbelchers has any number of models, each armed with a Leadbelcher Gun, Bludgeoning Blow and Gulping Bite.

THUNDERFIST: 1 model in this unit can be a Thunderfist. Add 1 to the Attacks characteristic of that model's Bludgeoning Blow.

ABILITIES

Thunderous Blasts of Hot Metal: *The salvos fired by Leadbelcher guns can blast a target apart.*

This unit's Leadbelcher Guns have an Attacks characteristic of D6 instead of D3 if this unit did not make a move in the same turn.

KEYWORDS

DESTRUCTION, OGOR, OGOR MAWTRIBES, GUTBUSTERS, LEADBELCHERS