



MANEATERS



Maneaters are swaggering mercenaries who have travelled the realms and killed and eaten all manner of foes. Wielding a variety of esoteric weaponry robbed from distant lands, they cut an imposing sight as they carve their way across the battlefield.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pistols and Throwing Stars	12"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slicers and Bashers	1"	4	3+	3+	-1	2
Gulping Bite	1"	1	3+	3+	-	1

DESCRIPTION

A unit of Maneaters has any number of models, each armed with Pistols and Throwing Stars, Slicers and Bashers, and a Gulping Bite.

ABILITIES

Been There, Done That: *Having travelled the realms and fought against every conceivable enemy, Maneaters have developed their own unique combat styles.*

After armies have been set up but before the first battle round begins, pick 1 ability to apply to this unit from the following list:

Brawlers: You can re-roll hit rolls of 1 for attacks made with melee weapons by this unit.

Crack Shots: You can re-roll hit rolls of 1 for attacks made with missile weapons by this unit.

Striders: This unit can run and still charge later in the same turn.

Stubborn: Do not take battleshock tests for this unit.

KEYWORDS

DESTRUCTION, OGOR, OGOR MAWTRIBES, MANEATERS