



MOURNFANG PACK



Ogors mounted on Mournfangs wield clubs, blades and pistols, firing point-blank into their foes before laying about them with brutal abandon. Their foul-tempered beasts trample and gore anything unfortunate enough to get in their way.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ironlock Pistol	12"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Culling Club or Prey Hacker	1"	3	3+	3+	-	2
Gargant Hacker	2"	2	4+	3+	-1	3
Tusks	1"	4	4+	3+	-1	1

DESCRIPTION

A Mournfang Pack unit has any number of models. The unit is armed with one of the following weapon options: Culling Club or Prey Hacker and Ironfist; or Gargant Hackers.

MOUNT: This unit's Mournfangs attack with their Tusks.

SKALG: The leader of this unit is a Skalg. A Skalg can be armed with an Ironlock Pistol in addition to their other weapons.

HORN BLOWER: 1 in every 4 models in this unit can be a Horn Blower. Add 1 to charge rolls for this unit while it includes any Horn Blowers.

BANNER BEARER: 1 in every 4 models in this unit can be a Banner Bearer. Add 1 to the Bravery characteristic of this unit while it includes any Banner Bearers.

ABILITIES

Ironfist: An ironfist is used to bat aside an opponent's attacks before punching them in the face.

If the unmodified save roll for an attack made with a melee weapon that targets a unit armed with Ironfists is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Mournfang Charge: Heels dig deep into the flanks of the Mournfangs, spurring them forward in rage as they lower their tusks ready for impact.

Add 1 to the damage inflicted by attacks made with this unit's Tusks if this unit made a charge move in the same turn.

KEYWORDS

DESTRUCTION, OGOR, OGOR MAWTRIBES, BEASTCLAW RAIDERS, MOURNFANG PACK