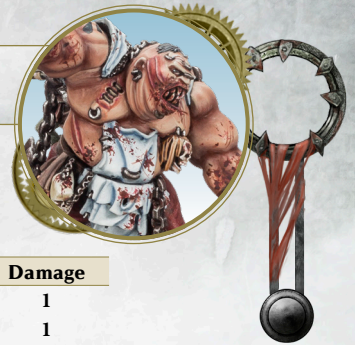




• WARSCROLL •

SLAUGHTERMASTER



Slaughtermasters have entirely lost themselves to their cravings, hacking off their limbs and replacing them with rusty hooks and blades. They drag a cookpot into battle behind them so that they may boil up a tasty broth even as they slice up their prey.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stump Blades	1"	2D6	3+	3+	-	1
Gulping Bite	1"	1	3+	3+	-	1
Motley Assortment of Weapons	1"	3	5+	5+	-	1

DESCRIPTION

A Slaughtermaster is a single model armed with Stump Blades and a Gulping Bite.

CREW: This model has a Gnoblar crew that attack with their Motley Assortment of Weapons. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Bloodgruel: *Bloodied chunks of meat are ritualistically devoured by the Gulping God's shamans in order to cast their gastromantic powers. They have been known to choke on these pieces from time to time.*

Roll a dice each time a this model successfully casts or unbinds a spell, after the effects of the spell have been resolved. On a 2+, you can heal 1 wound allocated to this model. On a 1, this model suffers 1 mortal wound.

Great Cauldron: *Lashed to a Slaughtermaster is a great cauldron containing the bloodied remains of former foes, which the ogor gobbles down in order to unleash gastromantic powers.*

In your hero phase, you can say that this model will reach into its cauldron and feast on the contents. If you do so, roll a dice and consult the table below.

D6 Effect

- 1 **Bad Meat:** *The Slaughtermaster suffers from a violent bout of indigestion.*

This model suffers D3 mortal wounds.

- 2 **Troggoth Guts:** *The Slaughtermaster gobbles down the slippery innards of a Troggoth to transfer the beast's uncanny healing powers to himself and his allies.*

You can heal D3 wounds allocated to this model. In addition, you can heal 1 wound allocated to each friendly **OGOR** unit wholly within 12" of this model.

- 3-4 **Spinemarrow:** *The Slaughtermaster sucks out the marrow from a gory spinal column, empowering his allies.*

Pick a friendly **OGOR** unit wholly within 12" of this model. Add 1 to hit rolls for attacks made with melee weapons by that unit until the start of your next hero phase.

- 5-6 **Bonecrusher:** *The Slaughtermaster shovels great handfuls of ribs and skulls into his mouth. As he chews, the enemy's bones begin to snap and break.*

Roll a dice for each enemy unit within 6" of this model. On a 4+, that 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 Rockchomper spells.

Rockchomper: *The Slaughtermaster hurls a handful of beast fangs into his cauldron. As the gastromantic magic swells, nearby ogors find their teeth elongated and their jaws swollen with animal power to the point that they can chomp straight through the toughest stone.*

Rockchomper has a casting value of 5. If successfully cast, pick 1 friendly unit of **OGOR GLUTTONS** wholly within 18" of the caster that is visible to them. Until the start of your next hero phase, if the unmodified wound roll for an attack made with that unit's Gulping Bite is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage and that unit can heal 1 wound allocated to it.

KEYWORDS

DESTRUCTION, OGOR, OGOR MAWTRIBES, GUTBUSTERS, HERO, WIZARD, BUTCHER, SLAUGHTERMASTER