



• WARSCROLL •

TYRANT



The ferocious war-leaders of the Gutbuster wargluts, Tyrants are living mountains of iron and blubbery flesh. Despite their girth, they move with surprising speed, hacking their prey into bloody chunks for easier consumption.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ogor Pistols	12"	2	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Thundermace	1"	3	3+	3+	-2	3
Beastskewer Glaive	3"	2	3+	3+	-1	D3
Gulping Bite	1"	1	3+	3+	-	1

DESCRIPTION

A Tyrant is a single model armed with a Thundermace, Beastskewer Glaive, Gulping Bite and Ogor Pistols.

ABILITIES

Beastskewer Glaive: A Tyrant uses their beastskewer glaive to disembowel their foes.

If the unmodified hit roll for an attack made with a Beastskewer Glaive that targets a **HERO** or **MONSTER** is 6, the Beastskewer Glaive has a Damage characteristic of D6 instead of D3 for that attack.

Big Name: A Gutbuster Tyrant usually adopts a big name based upon their most renowned traits.

When you select this unit to be part of your army, you can choose or roll one of the following big names to apply to this model. Record this information on a piece of paper.

D6 Big Name

- 1 **Deathcheater:** An ogor that has escaped certain doom is seen as being blessed by Gorkamorka.

This model has a Wounds characteristic of 9 instead of 8.

- 2 **Brawlguts:** Combining brutish strength with devastating bulk, this ogor enters combat like an avalanche.

You can add 1 to wound rolls for attacks made by this model if it made a charge move in the same turn.

- 3 **Fateseeker:** This Tyrant has travelled far and wide across the Mortal Realms and survived to tell the tale.

This model has a Save characteristic of 3+ instead of 4+.

- 4 **Longstrider:** An ogor with the big name Longstrider is capable of running down a sprinting rhinox.

This model has a Move characteristic of 8" instead of 6".

- 5 **Giantbreaker:** A Giantbreaker is adept at slaying especially large and notorious creatures.

Add 1 to the damage inflicted by this model's weapons when they are used for an attack that targets a **MONSTER**.

- 6 **Wallcrusher:** Some ogors are so strong that they can bludgeon their way through a castle wall.

You can re-roll 1 wound roll for 1 attack made with 1 melee weapon each time this model attacks. In addition, you can re-roll wound rolls for attacks made with melee weapons by this model that target a unit that is part of a garrison.

Thundermace: When brought down in an overhead smash, the resulting shock wave explodes outwards from the point of impact.

If the unmodified hit roll for an attack made with a Thundermace is 6, that attack inflicts 1 mortal wound in addition to any normal damage. If the target unit has more than 3 models, on an unmodified 6, that attack inflicts D3 mortal wounds instead of 1.

COMMAND ABILITY

Bully of the First Degree: Tyrants use abrupt violence to help them maintain an iron rule over their warglutt.

You can use this command ability in your hero phase. If you do so, pick 1 friendly **GUTBUSTERS** unit within 3" of a friendly model with this command ability. That unit suffers D3 mortal wounds, but you do not have to take battleshock tests for that unit for the rest of the battle.

KEYWORDS

DESTRUCTION, OGOR, OGOR MAWTRIBES, GUTBUSTERS, HERO, TYRANT