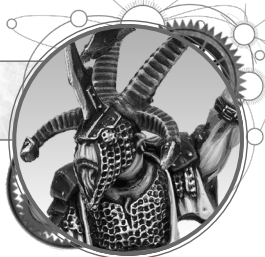


BESTIGORS

Bestigors are the elite warriors of the Brayherds, mighty creatures who arm themselves with the best weapons and armour plundered from the civilised lands. They serve as bodyguards to their Beastlord and as shock troops on the battlefield.



MELEE WEAPONS

Despoiler Axe

Range

1"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Bestigors has any number of models, each armed with a Despoiler Axe.

GOUGE-HORN: The leader of this unit is a Gouge-horn. Add 1 to the Attacks characteristic of a Gouge-horn's Despoiler Axe.

BRAYHORN: 1 in every 10 models in this unit can have a Brayhorn. A unit that includes any Brayhorns can run and still charge later in the same turn.

BANNER BEARER: 1 in every 10 models in this unit can be a Banner Bearer. A unit that includes any Banner Bearers can move an extra 1" when it runs or piles in.

ABILITIES

Despoilers: *Bestigors reserve the greatest part of their hatred for those who champion and defend the values of order and civilisation.*

Add 1 to hit rolls for attacks made by this unit that target enemy units with 10 or more models. In addition, you can re-roll hit rolls of 1 for attacks by this unit that target **ORDER** units.

Bestial Charge: *Always at the forefront of a Brayherd, Bestigors launch themselves at their foes with unbridled ferocity.*

Add 1 to the Attacks characteristic of this unit's melee weapons in a turn in which it made a charge move.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, BESTIGORS