



BULLGORS



MELEE WEAPONS

Bullgor Axe

Bullgor Great Axe

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

3

4+

3+

-1

2

1"

2

4+

3+

-2

3

DESCRIPTION

A unit of Bullgors has 3 or more models. Some units of Bullgors hew down their foes with Bullgor Great Axes; other units wield Bullgor Axes and towering Bullshields, while some storm the foe with a Bullgor Axe in each hand.

BLOODKINE

The leader of this unit is a Bloodkine. A Bloodkine makes 4 attacks rather than 3 with a Bullgor Axe, and makes 3 attacks rather than 2 with a Bullgor Great Axe.

WARHERD DRUMMER

Models in this unit may be Warherd Drummers. Add 1 to the charge rolls of a unit that includes any Warherd Drummers for each enemy unit within 12".

WARHERD BANNER BEARER

Models in this unit may be Warherd Banner Bearers. Add 1 to the Bravery of a unit that includes any Warherd Banner Bearers for each enemy unit within 12".

ABILITIES

Bloodgreed: Each time you roll a wound roll of 6 or more for a Bullgor's attack it can immediately make 1 extra attack with its melee weapon.

Dual Axes: You can re-roll hit rolls of 1 for models armed with more than one Bullgor Axe, as they have a better chance of landing a blow.

Bullshields: Units with Bullshields have a save of 4+ in the combat phase.

KEYWORDS

CHAOS, WARHERD, BULLGORS