

CENTIGORS



With man-like torsos and the bounding lower bodies of four-legged beasts, Centigors charge towards their foes in a drunken rage, braying loudly as they plunge their spears into the trembling ranks before them.



MELEE WEAPONS

Centigor Spear

Clawed Forelimbs

Range

2"

1"

Attacks

2

2

To Hit

4+

5+

To Wound

4+

5+

Rend

-

-

Damage

1

1

DESCRIPTION

A unit of Centigors has any number of models, each armed with a Centigor Spear, Beastbuckler and Clawed Forelimbs.

GOREHOOF: The leader of this unit is a Gorehoof. Add 1 to the Attacks characteristic of a Gorehoof's Centigor Spear.

BRAYHORN: 1 in every 5 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 5 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

Beastbucklers: *These crude shields are used to deflect the enemies' blows in close quarters.*

Add 1 to save rolls for attacks made with melee weapons that target a unit with Beastbucklers.

Charging Spear: *Savage mockeries of conventional cavalry, Centigors are most deadly on the charge.*

You can re-roll failed wound rolls for attacks made with this unit's Centigor Spears if it made a charge move in the same turn.

Drunken Revelry: *Centigors drink with reckless abandon, even in the heat of battle.*

At the start of your hero phase, you can say that this unit is drinking wildly. If you do so, until your next hero phase, add 1 to hit rolls for attacks made by this unit and attacks that target this unit.

KEYWORDS

CHAOS, BEASTS OF CHAOS, BRAYHERD, CENTIGORS