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.

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

**DESCRIPTION**

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

A 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.

**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.

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<th>Range</th>
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<td>Centigor Spear</td>
<td>2&quot;</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Clawed Forelimbs</td>
<td>1&quot;</td>
<td>2</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
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