

GHORGON

Ghorgons are the largest Warherd creatures, warped to massive proportions by their rapacious bloodgreed. These colossal beasts slash at their foes with bladed limbs, reaching through carnage to grab those enemies whose flesh is most delectable.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Butchering Blades	2"	☀	3+	3+	-1	3
Huge Slaving Maw	1"	1	4+	☀	-1	D6

DAMAGE TABLE

Wounds Suffered	Move	Butchering Blades	Huge Slaving Maw
0-3	8"	5	2+
4-6	6"	4	3+
7-9	5"	3	3+
10-12	4"	2	4+
13+	3"	1	4+

DESCRIPTION

A Ghorgon is a single model armed with Butchering Blades and a Huge Slavering Maw.

ABILITIES

Ravenous Bloodgreed: *The bloodgreed of Ghorgons exceeds even that which afflicts the rest of the Warherd, and drives them to terrifying violent acts of savagery.*

Each unmodified wound roll of 6 for attacks made by this model inflicts D3 mortal wounds on the target in addition to any normal damage.

Swallow Whole: *The huge, cavernous maw of a Ghorgon can swallow a man whole – a grisly fate for any warrior.*

Each time this model attacks, you can pick an enemy model within 1" of this model after all of this model's attacks have been resolved and roll a dice. If the roll is equal to or greater than that enemy model's Wounds characteristic, it is slain.