



GORS

MELEE WEAPONS

Gor Blade

Range

1"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Gors has 10 or more models. Some units wield two Gor Blades, while others fight with a Gor Blade and Beastshield.

FOE-RENDER

The leader of this unit is a Foe-render. A Foe-render makes 2 attacks rather than 1.

BRAYHORN

Models in this unit may have Brayhorns. A unit that includes any Brayhorns can run and charge in the same turn.

BANNER BEARER

Models in this unit may be Banner Bearers. While a Banner Bearer still stands, its unit can move an extra 1" each time it runs or piles in.

ABILITIES

Rend and Tear: Wielding two weapons gives a warrior a better chance of landing a blow. You can re-roll hit rolls of 1 for models armed with more than one Gor Blade.

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

Anarchy and Mayhem: Roll a dice before this unit piles in. Add 1 to the roll if the unit is within 8" of any **BRAYHERD HERO** from your army, and add a further 1 if the unit has 20 or more models. If the result is 4 or more, you can add 1 to all wound rolls for the unit in that combat phase. If the result is a 6 or more, all models in the unit make 1 extra attack with their Gor Blades as well.

KEYWORDS

CHAOS, BRAYHERD, GORS