

BUTCHER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Butcher's Cleaver or Tenderiser	1"	2	4+	3+	-1	D3
Stump Blades	1"	2D6	4+	3+	-	1

DESCRIPTION

A Butcher is a single model armed with a Butcher's Cleaver or Tenderiser. Some Butchers instead fight with a pair of Stump Blades, hacking apart their foes whilst dragging a great cauldron into battle into which they collect the severed body parts of their victims.

ABILITIES

Bloodgruel: Roll a dice each time a Butcher successfully casts or unbinds a spell (roll after resolving the effects of the spell). On a 2 or more, the Butcher heals 1 wound. On a roll of 1, however, the Butcher chokes on whatever gobblet of flesh he was ramming down his throat and suffers 1 mortal wound.

Great Cauldron: A Butcher that is lashed to a great cauldron can reach inside once during each of their hero phases, dragging out the bloodied remains of a former foe and gobbling it down in order to unleash gastromantic powers. If he does so, roll a dice and consult the table below to find out what happens:

Result Effect

- 1** *Bad Meat:* The Butcher suffers from a violent bout of indigestion and suffers D3 mortal wounds.
- 2** *Troggoth Guts:* The Butcher gobbles down the slippery innards of a Troggoth to transfer the beast's uncanny healing powers upon himself and his allies. The Butcher heals D3 wounds and all other friendly **OGOR** models within 14" heal a single wound.
- 3-4** *Spinemarrow:* The Butcher sucks out the marrow from a gory spinal column, empowering his allies. Select an **OGOR** unit within 14". Until your next hero phase, you can add 1 to all hit rolls made by that unit in the combat phase.
- 5-6** *Bonecrusher:* The Butcher shovels great mouthfuls of ribs and skulls into his mouth. As he chews, the enemy's bones begin to snap and break. Roll a dice for each enemy unit within 7" of the Butcher. On a 4 or more, that unit suffers D3 mortal wounds.

MAGIC

A Butcher is a wizard. He can attempt to cast one spell in each of his own hero phases, and unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Voracious Maw spells.

VORACIOUS MAW

The Butcher's great hunger manifests itself, and the ground splits to reveal a tooth-lined, bottomless pit that hungrily snaps and snarls. Voracious Maw has a casting value of 7. If successfully cast, pick a unit within 18" that is visible to the caster. That unit suffers D3 mortal wounds. Roll a dice after resolving any damage; on a 1, 2 or 3 the maw emits a satisfied burp and then disappears. On any other roll it chomps again, inflicting another D3 mortal wounds on the unit. Keep repeating this process until either the maw is satisfied or all models in the unit have been eaten!

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTERS, HERO, WIZARD, BUTCHER