

TYRANT



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ogor Pistols	12"	2	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Club, Basher or Slicer	1"	6	3+	3+	-1	2
Massive Ogor Club	2"	4	3+	3+	-2	3
Great Gutgouger	3"	3	3+	3+	-2	3

DESCRIPTION

A Tyrant is a single model. Some Tyrants fight with a massive, double-handed Ogor Club, or a Great Gutgouger to carve their way through the toughest foes. Other Tyrants prefer to wield a Club, Basher or Slicer in each hand, laying waste to entire infantry regiments in their anger. It is not uncommon for a Tyrant to have, tucked into his belt, a large Ogor Pistol (or two) to pick off any enemies that are too frightened to approach within hitting distance.

ABILITIES

Big Name: Before setting this model up, roll a dice to discover its big name:

- | Result | Name |
|--------|--|
| 1 | <i>Deathcheater:</i> The Tyrant has 9 Wounds instead of 8. |
| 2 | <i>Brawlguts:</i> You can add 1 to wound rolls for this Tyrant in the combat phase if it charged in the same turn. |
| 3 | <i>Fateseeker:</i> The Tyrant has a Save of 3+ instead of 4+. |
| 4 | <i>Longstrider:</i> The Tyrant has a Move of 8" instead of 6". |
| 5 | <i>Giantbreaker:</i> If any of the Tyrant's weapons targets a MONSTER , add 1 to its Damage. |
| 6 | Choose the result. |

Club 'em then Club 'em Again: All Tyrants know that two clubs are better than one. You can re-roll failed hit rolls for a Tyrant armed with more than one Club, Basher or Slicer.

Gutgouger: Any wound roll of 6 or more made with a Great Gutgouger inflicts double Damage.

COMMAND ABILITY

Bully of the First Degree: If a Tyrant uses this ability, pick one **GUTBUSTERS** unit from your army within 6". That unit suffers D3 mortal wounds but does not then have to take battleshock tests for the rest of the battle whilst this Tyrant is alive and on the battlefield.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTERS, HERO, TYRANT