

TUSKGOR CHARIOTS

Crafted from scrounged lumber and twisted iron, Tuskgor Chariots race across the battlefield to outflank the foe or crash into their forward ranks. These ramshackle vehicles are driven by reckless beastmen who are eager to be first into the fray.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Despoiler Axe	1"	2	4+	3+	-1	1
Gnarled Spear	2"	1	4+	4+	-	1
Tusks and Hooves	1"	4	4+	3+	-	1

DESCRIPTION

A unit of Tuskgor Chariots has any number of models. Each Tuskgor Chariot has a crew of 1 Bestigor and 1 Gor. The Bestigor is armed with a Despoiler Axe, and the Gor is armed with a Gnarled Spear.

MOUNT: This unit's Tuskgor attacks with their Tusks and Hooves.

ABILITIES

Tuskgor Charge: *Spurred on by merciless whipping, Tuskgor Chariots barrel into their foes with devastating force.*

You can re-roll charge rolls for this unit. In addition, add 1 to the Attacks characteristic of this unit's melee weapons in a turn in which it made a charge move.

Despoilers: *For all their contempt for order and civilisation, Bestigors reserve the greatest part of their hatred for those who champion and defend such values.*

Add 1 to hit rolls for attacks made with a Despoiler Axe that target enemy units with 10 or more models. In addition, you can re-roll hit rolls of 1 for attacks made with a Despoiler Axe that target **ORDER** units.