

UNGORS

The smallest of the gor-kin, Ungors are vicious and spiteful creatures. They are the lowest creatures in the hierarchy of the wilds, subject to savage torments by the larger beastmen, and they take out their bitter hatred on the civilised races.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ungor Blade	1"	1	4+	4+	-	1
Gnarled Shortspear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Ungors has any number of models. The unit is armed with one of the following weapon options: Ungor Blade and Half-shield; or Gnarled Shortspear and Half-shield.

HALFHORN: The leader of this unit is a Halfhorn. Add 1 to the Attacks characteristic of a Halfhorn's Ungor Blade or Gnarled Shortspear.

BRAYHORN: 1 in every 10 models in this unit can have a Brayhorn. A unit that includes any Brayhorns can run and still charge later in the same turn.

BANNER BEARER: 1 in every 10 models in this unit can be a Banner Bearer. A unit that includes any Banner Bearers can move an extra 1" when it runs or piles in.

ABILITIES

Baying Hatred: *The bitter resentment and hatred felt by the ungors is only magnified when they gather in large herds.*

You can re-roll hit rolls of 1 for attacks made by this unit while it has 20 or more models, or re-roll hit rolls of 1 and 2 for attacks made by this unit while it has 30 or more models.

Half-shields: *Though crudely fashioned, the shields carried by ungor herds serve well enough to fend off their assailants' attacks.*

Add 1 to save rolls for attacks made with melee weapons that target this unit.