



OGROID MYRMIDON



Myrmidons are masters of the Varanspire's fighting pits, and have spent decades mastering the gladiatorial arts. In battle they lead those who seek to join the Everchosen's legions, for to impress a Myrmidon is to be marked for glory.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gladiator Spear	18"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gladiator Spear	2"	6	3+	3+	-1	1
Great Horns	1"	1	3+	3+	-2	3

DESCRIPTION

An Ogroid Myrmidon is a single model armed with a Gladiator Spear and Great Horns.

ABILITIES

Arcane Fury: *The magical runes carved into a Myrmidon's flesh glow with a blood-red light, their energies empowering the Ogroid's blows.*

If the unmodified hit roll for an attack made with a melee weapon by this model is 6, that attack

scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Berserk Rage: *Every wound inflicted on a Myrmidon only serves to stoke its rage further.*

You can re-roll hit and wound rolls for attacks made with melee weapons by this model if any wounds or mortal wounds were allocated to this model earlier in the same phase.

COMMAND ABILITIES

Pit Marshal: *Myrmidons rule the gladiatorial arenas of the Eightpoints, and those pit fighter warbands they lead into battle are spurred to greater acts of carnage by their presence.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **CULTISTS** unit wholly within 12" of a friendly model with this command ability. Do not take battleshock tests for that unit until the start of your next hero phase.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, EYE OF THE GODS, OGROID MYRMIDON