Bullgors are hulking bestial warriors possessed of terrifying strength and unnatural resilience. They tower over other foot soldiers on the battlefield, and they cleave gore-soaked swathes through the armies of their enemies.

DESCRIPTION
A unit of Bullgors has any number of models. The unit is armed with Bullgor Horns and one of the following weapon options: pair of Bullgor Axes; Bullgor Axe and Bullshield; or Bullgor Great Axe.

BLOODKINE: The leader of this unit is a Bloodkine. Add 1 to the Attacks characteristic of a Bloodkine’s Bullgor Axe(s) or Bullgor Great Axe.

WARHERD DRUMMER: 1 in every 3 models in this unit can be a Warherd Drummer. Add 1 to charge rolls for a unit that includes any Warherd Drummers.

ABILITIES
Bloodgreed: Ravenous for blood, bullgors descend upon their foes with unbridled ferocity.

Each unmodified wound roll of 6 for attacks made by this unit inflicts 1 mortal wound on the target in addition to any normal damage.

Dual Axes: Bullgors unleash a whirlwind of fury when armed with an axe in each hand.

You can re-roll hit rolls of 1 for attacks made with a pair of Bullgor Axes.

Bullshields: Towering wooden shields protect bullgors from attacks.

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

KEYWORDS
CHAOS, BEASTS OF CHAOS, WARHERD, BULLGORS