

BULLGORS

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.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bullgor Axe(s)	1"	3	4+	3+	-1	2
Bullgor Great Axe	1"	2	4+	3+	-2	3
Bullgor Horns	1"	2	4+	4+	-	1

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.

WARHERD BANNER BEARER: 1 in every 3 models in this unit can be a Warherd Banner Bearer. Add 1 to the Bravery characteristic of a unit that includes any Warherd Banner Bearers for each enemy unit within 12" of that unit.

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