

GORS

Born of Chaos mutation and filled with feral rage, Gors gather in massive herds and charge towards their enemies. They wield crude but brutal weapons with which they hack and rend the flesh of their foes.



MELEE WEAPONS

Gor Blade(s)

Range

1"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Gors has any number of models. The unit is armed with one of the following weapon options: Gor Blade and Beastshield; or pair of Gor Blades.

FOE-RENDER: The leader of this unit is a Foe-render. Add 1 to the Attacks characteristic of a Foe-render's Gor Blade(s).

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

Rend and Tear: *The frenzied strikes of those gors armed with dual weapons are all but impossible to defend against.*

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

Beastshields: *The primitive beastshields carried by some gors allow their wielders to contemptuously bat aside the desperate blows of their enemies.*

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

Anarchy and Mayhem: *When assembled in large herds, gors feed off each other's rage and strive to outdo their kin in the spilling of blood.*

Add 1 to the Attacks characteristic of this unit's melee weapons while it has 20 or more models.

KEYWORDS

CHAOS, BEASTS OF CHAOS, BRAYHERD, GORS