

UNGOR RAIDERS



What Ungor Raiders lack in strength they make up for in cruel cunning. They are the most man-like of all Beasts of Chaos, and with rudimentary bows they rain deadly hails of arrows down upon their enemies.



MISSILE WEAPONS

Raider Bow

Range

18"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

MELEE WEAPONS

Jagged Shank

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A unit of Ungors has any number of models, each armed with a Raider Bow and Jagged Shank.

HALFHORN: The leader of this unit is a Halfhorn. Add 1 to hit rolls for attacks made with a Halfhorn's Raider Bow.

BRAYHORN: 1 in every 10 models in this unit can have a Brayhorn. A unit that includes any Brayhorns can run and still shoot 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

Vile Invaders: *Ungor Raiders tend to range ahead of the beastherd, killing the enemy's sentries and positioning themselves for sudden ambushes.*

After armies are set up, but before the first battle round begins, this unit can move up to 6".

Baying Anger: *When assembled in larger herds, Ungor Raiders are capable of unleashing devastating volleys of arrows from their shortbows.*

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

KEYWORDS

CHAOS, UNGOR, BEASTS OF CHAOS, BRAYHERD, UNGOR RAIDERS