



# CENTIGORS

**MELEE WEAPONS**

Centigor Spear

**Range**

2"

**Attacks**

2

**To Hit**

4+

**To Wound**

4+

**Rend**

-

**Damage**

1

**DESCRIPTION**

A unit of Centigors has 5 or more models. Centigors bear Centigor Spears and carry Beastbucklers.

**GOREHOOF**

The leader of this unit is a Gorehoof. A Gorehoof makes 3 attacks rather than 2.

**CENTIGOR BANNER BEARER**

Models in this unit may be Centigor Banner Bearers. You can re-roll charge rolls for a unit that includes any Centigor Banner Bearers.

**BRAYHORN**

Models in this unit may have Brayhorns. A unit that includes any Brayhorns can run and charge in the same turn.

**ABILITIES**

**Beastbucklers:** Units with Beastbucklers have a save of 4+ in the combat phase.

**Charging Spear:** You can re-roll failed wound rolls for Centigors attacking with Centigor Spears if they charged in the same turn.

**Drunken Courage:** Roll a dice for this unit in each battleshock phase. Add the result of the roll to their Bravery until the end of that phase.

**KEYWORDS**

CHAOS, CENTIGORS