



# UNGORS

MOVE 6"  
 WOUNDS 1  
 SAVE 6+  
 BRAVERY 4

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ungor Maul	1"	1	4+	4+	-	1
Ungor Shortspear	2"	1	5+	4+	-	1

## DESCRIPTION

A unit of Ungors has 10 or more models. Units of Ungor go to war armed either with Ungor Mauls or Ungor Shortspears, and carrying Half-shields.

## HALFHORN

The leader of this unit is a Halfhorn. A Halfhorn makes 2 attacks rather than 1.

## BANNER BEARER

Models in this unit may be Banner Bearers. While a Banner Bearer still stands, its unit can move an extra 1" each time it runs or piles in.

## BRAYHORN

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

## ABILITIES

**Baying Hatred:** You can re-roll hit rolls of 1 for Ungors in the combat phase if the unit has 20 or more models, or re-roll hit rolls of 1 and 2 if it has 30 or more models.

**Half-shields:** Units with Half-shields have a save of 5+ in the combat phase.

## KEYWORDS

CHAOS, BRAYHERD, UNGORS