

RAT OGORS

Monstrous brutes of stitched muscle, melded flesh, lashing talons and snapping jaws, the Rat Ogors of the Clans Moulder are terrifying war beasts whose packs rip through the enemy ranks in a storm of flying limbs and jetting gore.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Gun	16"	1	5+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tearing Claws, Blades and Fangs	1"	4	4+	3+	-1	2

DESCRIPTION

A unit of Rat Ogors has any number of models, each armed with Tearing Claws, Blades and Fangs. 1 in every 2 models can also be armed with a Warpfire Gun.

ABILITIES

Rabid Fury: *The snarling rage of a blood-frenzied Rat Ogor pack is a truly terrifying sight to behold.*

If the unmodified hit roll for an attack made with Tearing Claws, Blades and Fangs is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.