

185

5 4 22

1 4 4 2/5



170

5 4 20

1 4 4 2/4



250

5 4 35

1 3 5 3/8

115

5 4 12

1 3 4 2/4



130

5 4 16

1 3 3 2/4



190

5 4 30

1 2 5 3/6

195

6 4 30

1 3 4 3/6

140

5 3 16

3-15 2 3 1/3

1 3 3 2/4



245

5 4 35

1 5 5 2/5

195

6 4 30

2 4 4 2/5

195

6 4 30

1 5 4 2/4

190

5 4 30

1 4 5 2/4

65

5 4 10

1 2 3 1/3



55

5 3 10

1 3 3 1/3



60

5 4 8

1 2 3 1/3

70

5 4 8

2 2 3 1/4



70

5 3 8

3-15 2 3 1/3

1 2 3 1/3





ABILITIES

BEASTS OF CHAOS



[Double] **Brayherd Ambush:** A fighter can use this ability only if it is the first battle round. This fighter can make a bonus move action of a number of inches equal to the value of this ability.



[Double] **Bloodgorge:** A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Remove a number of damage points allocated to this fighter equal to the value of this ability.



[Double] **Rip, Gore and Tear!** A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.



[Triple] **Bestial Charge:** Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.



[Triple] **Volley of Arrows:** Add 1 to the Attacks characteristic of attack actions made by this fighter this activation that target an enemy fighter more than 3" away.



[Quad] **Bring Down the Storm:** Pick 1 visible enemy fighter within 20" of this fighter and roll 1 dice. On a 2+, allocate a number of damage points to that fighter equal to the value of this ability.



TYPES DE COMBATTANTS

BEASTS OF CHAOS



Gors



Dragon Ogors



Bestigors



Bullgors