

WARSCROLL

GORGER MAWPACK

MELEE WEAPONS

Bone-shattering Strikes

Range

2"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

Each model in a Gorgor Mawpack unit is armed with Bone-shattering Strikes.

CLAWBACK: 1 in every 5 models in this unit must be a Clawback. Add 1 to the Attacks characteristic of that model's Bone-shattering Strikes. That model can issue commands to their own unit.

CAVE HOWLER: 1 in every 5 models in this unit must be a Cave Howler.

Ambushing Hunters: Their minds filled with eternal bloodlust, Gorgers race ahead of the main tribe looking to feast first upon the flesh of the enemy.

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up in ambush as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit on the battlefield more than 9" from all enemy units.

Agonising Roar: The gut-wrenching bellows of a Cave Howler amplify the inner hunger of all creatures, inflicting a crippling sense of famishment upon those who hear them.

Roll a dice each time an enemy unit receives a command within 12" of a friendly Cave Howler. On a 5+, that command is not received (the command ability still counts as having been used) and the command point that was spent to issue that command is lost.



The Gorgor Mawpacks are strange gatherings of ogors afflicted with the Empty Belly curse. Wild-eyed and starving, they launch themselves at their prey, using huge clubs or improvised bludgeons to pulverise those unfortunate enough to be their next unsatisfying meal.

KEYWORDS

DESTRUCTION, OGOR MAWTRIBES, OGOR, GUTBUSTERS, GORGERS, GORGER MAWPACK

FACTION TERRAIN WARSCROLL

MAWPIT

FACTION TERRAIN: Only Ogor Mawtribes armies can include this faction terrain feature. Ogor Mawtribes armies that include a Mawpit cannot also include a Great Mawpot.

SET UP: After territories are determined, you can set up this faction terrain feature wholly outside enemy territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain feature first.

DEFENSIBLE: This terrain feature is a defensible terrain feature that can be garrisoned by 1 **BUTCHER**. The garrison is referred to as the terrain feature's 'Head Butcher' in the rules on this warscroll.

The Throat of Ghur: The Realm of Beasts aggressively attacks the other Mortal Realms, trying to overwhelm and reshape them in its image.

At the end of the charge phase, the player whose turn is taking place must roll a dice for each unit in their army that is within 12" of this terrain feature and within 12" of any units in their opponent's army and more than 3" from all units in their opponent's army. On a 3+, that unit suffers D3 mortal wounds.

If this terrain feature has a Head Butcher, this ability affects units within 18" of this terrain feature instead of 12". This ability has no effect on **GUTBUSTERS** units.

Head Butcher: The meat-priest tosses chunks of meat into the ever-hungry Mawpit to appease the Gulping God.

If this terrain feature has a Head Butcher, in your hero phase, you can say that an offering will be made to the Mawpit. If you do so, pick 1 enemy unit within 18" of this terrain feature and roll D6. If the roll is more than twice that enemy unit's Wounds characteristic, 1 model in that unit is slain. If the roll is more than three times that enemy unit's Wounds characteristic, 3 models in that unit are slain.

It Fights Back: Those who approach a slavering Mawpit risk being swallowed alive.

If this terrain feature is picked as the target of the Smash To Rubble monstrous rampage, and that monstrous rampage is unsuccessful, the **MONSTER** that carried out that monstrous rampage suffers 3D6 mortal wounds.

Designer's Note: A Smash To Rubble monstrous rampage is unsuccessful if the roll was not a 3+.



As gastromantic magic floods the battlefield, the ground itself opens hungrily in response. These Mawpits are capable only of consuming, dragging in wayward enemies to crush and digest with their many circular rows of teeth.

OGOR MAWTRIBES (NOVEMBER 2023)

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
Gorgor Mawpack	5	220			50mm [5]
Mawpit	-	0	Faction Terrain Feature		