



• WARSCROLL •



PLAGUE OGORS

Plague Ogors are vile and malformed hulks whose natural resilience is augmented by the pox-ridden mutations and favours of their foul patron. They shamble into battle, battering their way through the enemy's ranks whilst spreading Nurgle's filthy gifts.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Corroded Weapons	1"	3	4+	3+	-1	2

DESCRIPTION

A unit of Plague Ogors has any number of models, each armed with Corroded Weapons.

ABILITIES

Damned Flesh: *Plague Ogors are cursed creatures, rather than willing followers of their decaying lord. Often, not even death will free them readily from Nurgle's grasp.*

If a model from this unit is slain after a wound or mortal wound is allocated to it, roll a dice before the slain model is removed from play. On a 5+, that wound or mortal wound is negated and the model is not slain.

Insatiably Famished: *With all manner of daemonic parasites crawling through their guts, Plague Ogors are utterly incapable of satisfying their ravenous hunger, no matter how quickly they wolf down the meat of their prey; as a result, their charges into battle often culminate in acts of extreme gluttony.*

You can re-roll hit rolls of 1 for attacks made by this unit if this unit made a charge move in the same turn.

Plague Contagion: *Its flesh covered in sores that seep a poisonous ooze, even a touch from a Plague Ogor can riddle an enemy's body with deadly diseases that can kill in minutes.*

At the end of the combat phase, you can roll 1 dice for each enemy unit within 3" of this unit. On a 5+, that enemy unit suffers D3 mortal wounds.

KEYWORDS

CHAOS, OGOR, NURGLE, PLAGUE OGORS