



BULL CENTAUR RENDERS

Bull Centaur Renders – known as Ba’hal in the Chaos duardin tongue – are monstrous creatures filled with an unquenchable hunger for flesh. Born through the foul works of the priests of Hashut, they are a twisted fusion of duardin and centaur.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Weapon	1"	3	4+	3+	-1	2
Crushing Hooves	1"	3	4+	4+	-	1

DESCRIPTION

A unit of Bull Centaur Renders has any number of models, each armed with a Darkforged Weapon and Crushing Hooves, and each carrying a Spiteshield.

ABILITIES

Spiteshield: *The shields carried by those in the Legion of Azgorh are laced with malefic curses, and upon being struck erupt with tendrils of flame.*

If the unmodified save roll for an attack with a melee weapon that targets a unit that includes any models carrying a Spiteshield is 6, the attacking unit suffers 1 mortal wound.

Trample and Gore: *A charging Bull Centaur is an avalanche of muscle and rage that tramples all beneath its iron-shod hooves.*

Add 1 to charge rolls for this unit. In addition, this unit’s Crushing Hooves have a Damage characteristic of D3 instead of 1 if this unit made a charge move in the same turn.

KEYWORDS

CHAOS, DAWI ZHARR, BA’HAL, LEGION OF AZGORH, BULL CENTAUR RENDERS