

<b>Ghurr Herdsman</b> 45 Regular - Medium Model Points <div> <div>5</div>MOV           <b>Equipment</b> Hand Weapon Light Armour Shield         </div> <div> <div>4</div>ATT           <b>Perk</b> Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn.         </div> <div> <div>2</div>MRK           <b>Ability</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>DEF           <b>Perk</b> Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn.         </div> <div> <div>4</div>IV           <b>Perk</b> Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn.         </div> <div> <div>3</div>WP           <b>Perk</b> Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn.         </div> <div> <div>3</div>ARM           <b>Perk</b> Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn.         </div> <div> <div>3</div>EN           <b>Perk</b> Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn.         </div> <div> <div>5</div>DAM           <b>Perk</b> Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn.         </div> <div>           Health    </div>	<b>Ghurr Manhunter</b> 60 Regular - Medium Model Points <div> <div>4</div>MOV           <b>Equipment</b> Great Weapon Medium Armour         </div> <div> <div>5</div>ATT           <b>Perk</b> Fighter         </div> <div> <div>2</div>MRK           <b>Perk</b> Fighter         </div> <div> <div>3</div>DEF           <b>Ability</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>5</div>IV           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>3</div>WP           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>ARM           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>3</div>EN           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>6</div>DAM           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div>           Health    </div>	<b>Ghurr Raider</b> 45 Regular - Medium Model Points <div> <div>6</div>MOV           <b>Equipment</b> Two Hand Weapons Light Armour Thrown Weapons - Range: 6" - DAM: 5         </div> <div> <div>5</div>ATT           <b>Perk</b> Fighter         </div> <div> <div>3</div>MRK           <b>Perk</b> Fighter         </div> <div> <div>3</div>DEF           <b>Ability</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>IV           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>3</div>WP           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>3</div>ARM           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>3</div>EN           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>5</div>DAM           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div>           Health    </div>	<b>Ahl'Ghurr Blood Hunter</b> 114 Regular - Large Model Points <div> <div>5</div>MOV           <b>Equipment</b> Two Hand Weapons Medium Armour         </div> <div> <div>6</div>ATT           <b>Perk</b> Fighter         </div> <div> <div>2</div>MRK           <b>Perk</b> Fighter         </div> <div> <div>2</div>DEF           <b>Ability</b> Bloodthirsty - When activated within 12" of an enemy, may WP test (TN: 5). Charge closest enemy if failed.         </div> <div> <div>4</div>IV           <b>Perk</b> Bloodthirsty - When activated within 12" of an enemy, may WP test (TN: 5). Charge closest enemy if failed.         </div> <div> <div>3</div>WP           <b>Perk</b> Bloodthirsty - When activated within 12" of an enemy, may WP test (TN: 5). Charge closest enemy if failed.         </div> <div> <div>5</div>ARM           <b>Perk</b> Bloodthirsty - When activated within 12" of an enemy, may WP test (TN: 5). Charge closest enemy if failed.         </div> <div> <div>5</div>EN           <b>Perk</b> Bloodthirsty - When activated within 12" of an enemy, may WP test (TN: 5). Charge closest enemy if failed.         </div> <div> <div>6</div>DAM           <b>Perk</b> Bloodthirsty - When activated within 12" of an enemy, may WP test (TN: 5). Charge closest enemy if failed.         </div> <div>           Health      </div>
<b>Ghurr Chosen</b> 67 Veteran - Medium Model Points <div> <div>4</div>MOV           <b>Equipment</b> Hand Weapon Medium Armour Shield         </div> <div> <div>6</div>ATT           <b>Perk</b> Soldier Natural Born Killer         </div> <div> <div>2</div>MRK           <b>Perk</b> Soldier Natural Born Killer         </div> <div> <div>4</div>DEF           <b>Ability</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>IV           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>WP           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>ARM           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>5</div>EN           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>5</div>DAM           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div>           Health      </div>	<b>Ghurr Fallen</b> 67 Veteran - Medium Model Points <div> <div>4</div>MOV           <b>Equipment</b> Great Weapon Medium Armour         </div> <div> <div>6</div>ATT           <b>Perk</b> Fighter Natural Born Killer         </div> <div> <div>2</div>MRK           <b>Perk</b> Fighter Natural Born Killer         </div> <div> <div>3</div>DEF           <b>Ability</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>5</div>IV           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>WP           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>ARM           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>EN           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>6</div>DAM           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div>           Health     </div>	<b>Ghurr Devoted</b> 62 Veteran - Medium Model Points <div> <div>4</div>MOV           <b>Equipment</b> Two Hand Weapons Medium Armour         </div> <div> <div>7</div>ATT           <b>Perk</b> Fighter Natural Born Killer         </div> <div> <div>2</div>MRK           <b>Perk</b> Fighter Natural Born Killer         </div> <div> <div>3</div>DEF           <b>Ability</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>5</div>IV           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>WP           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>ARM           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>4</div>EN           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div> <div>5</div>DAM           <b>Perk</b> Rage of the True Beast - Enemies this model incapacitates are permanently removed from play.         </div> <div>           Health     </div>	<b>Ghurr Longhorn</b> 152 Hero - Medium Model Points <div> <div>4</div>MOV           <b>Equipment</b> Blade of the Flashing Star - +2 AP in Melee Talisman of Armour Penetration Heavy Armour Shield         </div> <div> <div>7</div>ATT           <b>Perk</b> Soldier Natural Born Killer         </div> <div> <div>3</div>MRK           <b>Perk</b> Soldier Natural Born Killer         </div> <div> <div>4</div>DEF           <b>Ability</b> Lightning Reflexes         </div> <div> <div>6</div>IV           <b>Perk</b> Lightning Reflexes         </div> <div> <div>4</div>WP           <b>Perk</b> Lightning Reflexes         </div> <div> <div>6</div>ARM           <b>Perk</b> Lightning Reflexes         </div> <div> <div>6</div>EN           <b>Perk</b> Lightning Reflexes         </div> <div> <div>7</div>DAM           <b>Perk</b> Lightning Reflexes         </div> <div>           Health       </div>

<div> <b>Ghurr Shaman</b> 112 Points </div> <div> Hero - Medium Model </div> <div> <div> 5 MOV </div> <div> 5 ATT </div> <div> 3 MRK </div> <div> 4 DEF </div> <div> 5 IV </div> <div> 6 WP </div> <div> 4 ARM </div> <div> 5 EN </div> <div> 7 DAM </div> </div> <div> <b>Equipment</b>  Great Weapon  Light Armour </div> <div> <b>Perk</b>  Mage  Stubborn  Artful Dodger </div> <div> <b>Ability</b>  Rage of the True Beast - Enemies this model incapacitates are permanently removed from play. </div> <div> Health </div>	<div> <b>Ghurr Shaman</b> 112 Points </div> <div> Hero - Medium Model </div> <div> <b>Spells</b>  Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4  +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook.  Possession - Range: 24" - Mana: 2 - TN: Target's WP  Take control of an enemy model.  Heal Wounds - Range: 16" Mana: 1 - TN: 4  Heal a friendly model +1 EN per success.  Mana Nova - Range: 24" - Mana: 2 - TN: 5 - DAM: 3  Indirect Area of Effect, +1" radius per success, every enemy touched by radius is hit.  Mana Shield - Range: Self - Mana: 3 - TN: 6  Gain +3 EN, +1 EN per additional success.  Mana Leech - Range: 24" - Mana: 1 - TN: 4  Steal 1 unused mana per success from enemy mage. </div> <div> Health </div>	<div> <b>Ahl'Ghurr Warlord</b> 241 Points </div> <div> Hero - Large Model </div> <div> <div> 5 MOV </div> <div> 7 ATT </div> <div> 3 MRK </div> <div> 3 DEF </div> <div> 5 IV </div> <div> 4 WP </div> <div> 7 ARM </div> <div> 8 EN </div> <div> 7 DAM </div> </div> <div> <b>Equipment</b>  The Judge - Can't drop dice when soaking damage  Heavy Armour  Shield </div> <div> <b>Perk</b>  Soldier  Natural Born Killer  Lightning Reflexes </div> <div> <b>Ability</b>  Bloodthirsty - When activated within 12" of an enemy, may WP test (TN: 5). Charge closest enemy if failed.  Fear (4) - Force enemies to make a Bravery test with a TN of 4 when attacking them. </div> <div> Health </div>	