

KOSARGI NIGHTGUARD

The Kosargi ogors have served Radukar for centuries, first in life and now in death, raised from the grave with foul necrotic sorcery. In battle, they scatter all foes before them, carving great bloody swathes into the enemy with each swing of their bardiches.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bardiche	2"	2	3+	3+	-1	2

DESCRIPTION

A unit of Kosargi Nightguard has any number of models, each armed with a Bardiche.

ABILITIES

Deathly Vigour: *The rotting flesh of these lumbering brutes can absorb even the most grievous of wounds dealt to them.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 5+, that wound or mortal wound is negated.

Servants Even in Death: *These formidable undead ogors are as utterly loyal to Radukar as they were in life.*

Add 1 to the Attacks characteristic of this unit's Bardiches while it is wholly within 12" of a friendly **RADUKAR THE WOLF**.

KEYWORDS

DEATH, OGOR, SOULBLIGHT GRAVELORDS, VYRKOS DYNASTY, DEADWALKERS, KOSARGI NIGHTGUARD