

• OGOR MAWTRIBES WARSCROLL •

# MANTRAPPER



Mantrappers are particularly irascible and cruel ogor hunters who see no issue with using various flesh-mangling traps or snare-launchers to even the odds with enemies. While they are committed loners, they inevitably accrue small gaggles of followers – ornery hunting beasts and bickering gnoblers – who are tolerated so long as they prove useful in setting, and serving as bait for, the ogor’s traps.

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Mantrap Launcher Crit (Auto-wound)	15"	4	3+	3+	1	D3
 MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Mantrapper's Hunting Knife		4	4+	2+	1	2

## ⚙ Passive

**MANTRAPPER’S ACCOMPLICES:** *Mantrappers are accompanied by motley gaggles of gnoblers and hunting beasts.*

**Effect:** This unit’s **Sabrefang**, **Gnoblers** and **Trap** are **Mantrapper accomplice** tokens. After setting up this unit on the battlefield for the first time, place all its tokens next to it.

If an enemy unit is destroyed or removed from the battlefield while any of this unit’s **Mantrapper accomplices** are next to it, remove those **Mantrapper accomplices** from the battlefield.

## ⚙ Once Per Turn (Army), Start of Battle Round

**JUST A LITTLE CLOSER...:** *It is the job of a Mantrapper’s pets and cronies to lure prey into the ogor’s snares.*

**Declare:** If any of this unit’s **Mantrapper accomplices** are next to this unit, pick a visible enemy unit to be the target.

**Effect:** Place 1 of this unit’s **Mantrapper accomplices** next to the target.

## ⚙ Once Per Turn (Army), Any Shooting Phase

**TRAPPED!:** *The jaws of an ogor trap can hobble even the most belligerent of prey.*

**Declare:** Pick an enemy unit that had any damage points allocated to it this turn by this unit’s shooting attacks to be the target.

**Effect:** Make a **trapped roll** of D6. Subtract 1 from the roll for each friendly **Mantrapper accomplice** next to the target.

If the roll is less than the target’s Save characteristic, until the start of your next turn:

- Subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1.
- The target does not have **FLY**.

## KEYWORDS

HERO, INFANTRY

DESTRUCTION, OGOR MAWTRIBES, OGOR,  
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