

CLANRATS



Clanrats mass into huge clawpacks, their vast numbers bolstering their courage and allowing them to surge across the battlefield and overwhelm the enemy regardless of the hideous casualties they suffer along the way.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Spear	2"	1	5+	4+	-	1
Rusty Blade	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Clanrats has any number of models. The unit is armed with one of the following weapon options: Rusty Spear; or Rusty Blade. Some units of Clanrats also carry Clanshields.

CLAWLEADER: 1 model in this unit can be a Clawleader. Add 1 to the Attacks characteristic of that model's melee weapons.

CLANRAT STANDARD BEARER: 1 in every 20 models in this unit can be a Clanrat Standard Bearer. This unit can retreat and still charge later in the same turn while it includes any Clanrat Standard Bearers.

CLANRAT BELL-RINGER: 1 in every 20 models in this unit can be a Clanrat Bell-ringer. Add 2 to run rolls for this unit while it includes any Clanrat Bell-ringers.

ABILITIES

Clanshields: *The shields carried by skaven warriors are rickety and slipshod, but can still be used to form a barrier to turn aside blows.*

Add 1 to save rolls for attacks that target a unit that carries Clanshields while it has 10 or more models.