GIANT RATS

Growing up to the size of a Gryph-hound, Giant Rats hunt in huge packs that can overwhelm entire enemy regiments and drag down even the most monstrous foes through sheer weight of numbers.

<table>
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<tr>
<th>MELEE WEAPONS</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
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<tbody>
<tr>
<td>Vicious Teeth</td>
<td>1&quot;</td>
<td>1</td>
<td>4+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

DESCRIPTION
A unit of Giant Rats has any number of models, each armed with Vicious Teeth.

ABILITIES
Wave of Rats: In combat, Giant Rats frantically scramble over each other in their savage eagerness to devour the foe.

While a unit of Giant Rats has 10 or more models, the Range characteristic of its Vicious Teeth is 2" instead of 1". While a unit of Giant Rats has 20 or more models, the Range characteristic of its Vicious Teeth is 3" instead of 1".

KEYWORDS
CHAOS, SKAVENTIDE, CLANS MOULDER, PACK, GIANT RATS