

MASTER MOULDER

Master Moulders are twisted and cruel. Theirs are the deranged minds behind the creation of the Clans Moulders' horrific war beasts, and at their command pack after pack of those foul fiends can be unleashed upon the foe.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpstone-tipped Lash	3"	6	3+	4+	-1	1
Things-catcher	2"	4	4+	4+	-1	2

DESCRIPTION

A Master Moulder is a single model armed with a Warpstone-tipped Lash or a Things-catcher.

ABILITIES

Master Moulder: *These burly commanders are the breeders, mutators and healers of Clans Moulder.*

In your hero phase, you can pick 1 friendly **CLANS MOULDER PACK** model within 3" of this model. Heal D3 wounds allocated to that model.

Crack the Whip: *Master Moulders use their whips to drive their fighting beasts into a battle frenzy.*

Add 1 to hit rolls for attacks made with melee weapons by friendly **CLANS MOULDER PACK** units while they are wholly within 12" of any models with this ability. In addition, double the Bravery characteristic of friendly **CLANS MOULDER PACK** units while they are wholly within 12" of any models with this ability.

COMMAND ABILITIES

Unleash More-more Beasts! *A Master Moulder can order forth more packs of fighting beasts if the tide of battle starts to turn against them.*

You can use this command ability when a friendly **CLANS MOULDER PACK** unit is destroyed if a friendly model with this command ability is on the battlefield. If you do so, roll a dice. On a 5+ a new unit identical to the one that was destroyed is added to your army. Set up the new unit wholly within your territory and wholly within 6" of the edge of the battlefield, more than 9" from any enemy units. You cannot use this command ability more than once per phase.

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS MOULDER, HERO, MASTER MOULDER