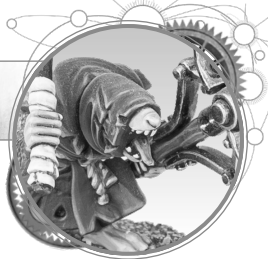




PACKMASTERS

The Packmasters of the Clans Moulder ply their lashes and their snapping things-catchers to goad their war beasts into battle. Should the foe stray close, those same vicious weapons are readily turned upon them, too.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Herding Whip	3"	1	4+	4+	-	1
Rusty Blade	1"	2	4+	4+	-	1
Things-catcher	2"	1	4+	4+	-1	2

DESCRIPTION

A unit of Packmasters has any number of models, each armed with a Herding Whip and Rusty Blade. 1 in every 3 models can replace their Rusty Blade with a Things-catcher.

ABILITIES

Crack the Whip: *Packmasters 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.

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS MOULDER, PACKMASTERS