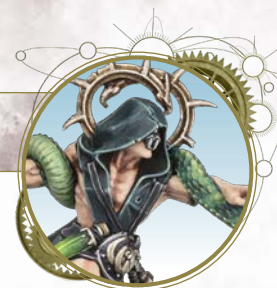




SPLINTERED FANG



The mystic leaders of the Splintered Fang lead their people in worship of the Coiling Ones, serpentine daemons who embody cunning and might. Poison is the greatest weapon of the Fangs, and a single cut from their blades can prove fatal.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Weapons	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Splintered Fang has any number of models, each armed with Poisoned Weapons.

TRUEBLOOD: 1 in every 10 models in this unit must be a Trueblood. Add 1 to the Attacks characteristic of a Trueblood's melee weapons.

SERPENT CALLER: 1 in every 10 models in this unit must be a Serpent Caller.

SERPENTS: 1 in every 10 models in this unit must be a Serpents model. Serpents models have a Wounds characteristic of 2.

ABILITIES

One Cut, One Kill: *The warriors of the Splintered Fang coat their blades with vile poisons before every battle.*

If the unmodified hit roll for an attack made by this unit is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Snake Charmer: *Serpent Callers can summon their slithering familiars as if from nowhere.*

You can return 1 slain Serpents model to this unit in your hero phase if this unit includes any Serpent Callers. Set up the returning model within 1" of a model from this unit. The returning model can only be set up within 3" of an enemy unit if any models from this unit are already within 3" of that enemy unit.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CULTISTS, SPLINTERED FANG

SLAVES TO DARKNESS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Splintered Fang	10	40	70		