



UNTAMED BEASTS



By devouring the flesh of Ghur's many predators, the Untamed Beasts seek to gain their strength and power. These shamanistic savages worship Chaos as the Devourer of Existence, and are peerless trackers and hunters.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Jagged Harpoon	8"	1	4+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Weapons	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Untamed Beasts has any number of models, each armed with Hunting Weapons.

HEART-EATER: 1 in every 9 models in this unit must be a Heart-eater. Add 1 to the Attacks characteristic of a Heart-eater's melee weapons.

FIRST FANG: 1 in every 9 models in this unit must be a First Fang. A First Fang is armed with a Jagged Harpoon in addition to their other weapons.

ROCKTUSK PROWLER: 1 in every 9 models in this unit must be a Rocktusk Prowler. Rocktusk Prowlers have a Wounds characteristic of 2.

ABILITIES

Unleash the Beast: *With bursts of primal energy, the Untamed Beasts chase down their enemies with relentless fervour.*

This unit can run and still charge later in the same turn. In addition, after armies are set up but before the first battle round begins, this unit can move up to 6".

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CULTISTS, UNTAMED BEASTS

SLAVES TO DARKNESS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Untamed Beasts	9	36	70		