

BAT SWARMS

Flocks of blood-hungry carrion bats often follow the armies of death to war, falling upon enemy troops in a tearing, beating cloud, sinking their teeth into veins and arteries to sup on the warm blood within. Few are the warriors who can maintain formation and discipline in the face of this agonising swarm.



MELEE WEAPONS

Razor-sharp Teeth

Range

3"

Attacks

5

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Bat Swarm can have any number of models. The bats descend upon the battlefield in a screeching cloud of flapping leathery wings and Razor-sharp Teeth, crawling between their victims' armour joints and draining them of their life-essence.

FLY

Bat Swarms can fly.

ABILITIES

Cloud of Horror: Subtract 1 from hit rolls for enemy units that are within 12" of any Bat Swarms in the shooting phase.

Blood Suckers: At the end of any combat phase in which this unit caused any wounds to be allocated to any enemy models, you can heal all wounds that have been allocated to this unit.