

DIRE WOLVES

Dire Wolves are the rotting carcasses of dead beasts raised by necromantic magic, tireless and eternally ravenous. Their bottomless reserves of stamina allow them to track prey over hundreds of miles, never ceasing the chase until they feel the crunch of their quarry's bones between their rotting teeth.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotting Fangs and Claws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Dire Wolves has 5 or more models. They savage their terrified prey with Rotting Fangs and Claws.

DOOM WOLF

The leader of this unit is a Doom Wolf. Add 1 to the Attacks characteristic of a Doom Wolf's Rotting Fangs and Claws.

ABILITIES

Slaving Charge: Add 1 to wound rolls for this unit if it completed a charge move this turn.

Vigour Necris: Add 1 to save rolls for this unit if it is within 9" of any friendly **CORPSE CARTS**.