

FELL BATS

Fell Bats are carrion-eating vermin that have grown bloated and huge from feasting upon rotting corpses. Larger than an adult human, they possess strong jaws and razor-sharp fangs powerful enough to crush their prey's skull with a single bite. The mere scent of fresh blood drives these horrid creatures into a vicious frenzy.



MELEE WEAPONS

Elongated Fangs

Range

1"

Attacks

3

To Hit

4+

To Wound

4+

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Damage

1

DESCRIPTION

A unit of Fell Bats has 3 or more models. The beasts slice open their prey's flesh with Elongated Fangs before gorging on the gushing lifeblood in horrific, slurping draughts.

FLY

Fell Bats can fly.

ABILITIES

Scent of Gore: If an enemy model is slain within 6" of this unit, increase the Attacks characteristic of this unit's Elongated Fangs to 6 for the rest of the battle.

KEYWORDS

DEATH, SOULBLIGHT, SUMMONABLE, FELL BATS