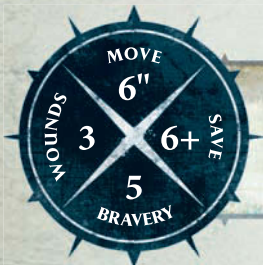


## PACKMASTER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Herding Whip and Blade	2"	3	3+	4+	-	1
Herding Whip and Things-catcher	2"	2	4+	4+	-	D3
Shock-Prod	2"	1	4+	3+	-1	3

### DESCRIPTION

A Packmaster is a single model. Many wield a Herding Whip and Blade to keep the Moulder clans' monsters under control, whilst others carry an aptly named Things-catcher alongside their trusty whip. A few Packmasters instead prefer the zapping power of a Shock-Prod, which packs a punch powerful enough to get the attention of any rampaging Rat Ogor. It is also quite common for a Packmaster to enter battle accompanied by a prized and vicious Wolf Rat.

### ABILITIES

**Herded into the Fray:** In your hero phase, pick one **MOULDER** unit within 6". Until your next hero phase, you can add 1" to all run and charge rolls for that unit, and add 1 to all hit rolls made by that unit in the combat phase.

**Wolf Rat:** If a Packmaster is accompanied by a Wolf Rat, roll a dice in each of your hero phases if there are enemy models within 3". On a 5 or 6, the Wolf Rat inflicts a mortal wound on the nearest enemy unit.

**Packmaster:** **MOULDER** units from your army that are within 6" of a Packmaster in the battleshock phase double their Bravery.

### KEYWORDS

CHAOS, SKAVEN, MOULDER, HERO, PACKMASTER