



• WARSCROLL •

GODSWORN HUNT



The Godsworn Hunt is formed of the greatest champions of the Tribe of the Black Fang. Each is a hardened killer who has earned their name through bloody deeds, and their bodies are bedecked with gruesome trophies and oath-stones.

| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------------|-------|---------|--------|----------|------|--------|
| Hunting Bow | 24" | 2 | 4+ | 4+ | - | 1 |
| Ensorcelled Javelin | 12" | 1 | 3+ | 3+ | -1 | D3 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Darkoath Knife | 1" | 3 | 4+ | 4+ | - | 1 |
| Great Weapon | 1" | 2 | 4+ | 3+ | -1 | 2 |
| Hunting Bow | 1" | 1 | 4+ | 5+ | - | 1 |
| Savage Bite | 1" | 2 | 3+ | 3+ | - | 1 |

DESCRIPTION

The Godsworn Hunt is a unit that has 5 models. Jagathra is armed with an Ensorcelled Javelin and Darkoath Knife; Shond Head-Claimer and Grundann Blood-Eye are each armed with a Great Weapon; Ollo is armed with a Hunting Bow; and Grawl is armed with a Savage Bite.

ABILITIES

Pact of Soul and Iron: *Every member of the Godsworn Hunt has sworn a blood-oath to hunt down and kill the upstart God-King's so-called Stormcast Eternals.*

You can re-roll hit rolls for attacks made by this unit. In addition, you can re-roll wound

rolls for attacks made by this unit that target a **STORMCAST ETERNAL** unit.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, GODSWORN HUNT