



RIPPA'S SNARLFANGS



Racing forth on fleet-pawed Snarlfang mounts come Rippa Narkbad and his ladz, whooping and hollering as they seek out fleeing prey to stick with spears and cruel, barbed arrows.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grot Bow	18"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Loppa	1"	2	3+	4+	-1	1
Stabbin' Stikka	2"	1	4+	4+	-	1
Bow Stave	1"	1	5+	5+	-	1
Snarlfang's Jaws	1"	2	3+	3+	-	2

DESCRIPTION

Rippa's Snarlfangs is a unit that has 3 models. Rippa is armed with a Boss Loppa; Stabbit is armed with a Stabbin' Stikka; and Mean-eye is armed with a Grot Bow and a Bow Stave.

MOUNT: This unit's Snarlfangs attack with their Jaws.

ABILITIES

Smell Weakness: *Once the scent of blood is in their snout, a Snarlfang's attacks become increasingly frenzied.*

Add 1 to hit rolls for attacks made by this unit's Snarlfang's Jaws that target a unit with 1 or more wounds allocated to it.

Ferocious Pounce: *Snarlfangs strike with startling speed, falling upon their prey in a blur of claws and ripping teeth.*

This unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, RIPPA'S SNARLFANGS

BEASTGRAVE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Rippa's Snarlfangs	3	3	80		Unique