

# Wolf Rats

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Wolf Rat	8	4	0	4	3	2	5	2	6	War Beast	5-20	16 points each

## SPECIAL RULES

### Swiftstrider, Go for the Throat & Tide of Death.

**Go for the Throat!:** Due to their swiftness and bloodlust, Wolf Rats have the Always Strikes First special rule on the turn in which they charge.

**Tide of Death:** The Wolf Rats' voracious appetite means they are usually close to the point of starvation, having killed most of the smaller prey creatures in their pack's territories. Should they be summoned to battle their hunger will send them tearing through the ranks of an enemy unit, their strength being bolstered with each mouthful of blood-soaked flesh they gorge themselves upon. A Wolf Rat pack will gain +1 Impact hit per point of rank bonus the unit has.

## OPTIONS

Wolf Rats are diverse and twisted creatures, prone to mutation and afflicted by their foul appetites. Any of the following upgrades may be taken by a Wolf Rat unit (all Wolf Rats in the unit must have the same upgrades).

- **Pox Feeders** ..... +2 points each  
Due to their diet of diseased carrion, Wolf Rats have Poisoned Attacks.
- **Warpstone Shard Teeth** ..... +10 points each  
Some Clan Skyre Warlocks augment their creatures' fangs and claws with warpstone impregnated implants, giving the Wolf Rats the Armour Piercing and Warpstone Weapon (see the Skaven Army book) special rules.
- **Bloated Mutants** ..... +3 points each  
Many times the size of their kin, these are swollen brutes with a limitless hunger. The Wolf Rats gain +1 Toughness and lose -1 Initiative.