



# SKIN WOLVES

Creatures of pure nightmare, Skin Wolves are draped in the tattered remains of their human flesh. Their malice and fury are incomparable, and with long-clawed fingers they shred their victims to ribbons and feast upon the remains.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Teeth and Claws	1"	4	3+	3+	-1	2

## DESCRIPTION

A unit of Skin Wolves any number of models, each armed with Teeth and Claws.

## ABILITIES

**Bounding Predators:** *These creatures can move at a frighteningly deadly speed.*

This unit can run and still charge later in the same turn.

**Terrifying Bloodlust:** *Skin Wolves have a natural predatory instinct to hunt. With the taint of Chaos running through their veins, this bloodlust is amplified beyond imagining.*

If the unmodified hit roll for an attack made by this unit is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

## KEYWORDS

CHAOS, MONSTERS OF CHAOS, SKIN WOLVES