

# CHAINRASP HORDE

A horde of Chainrasps is a frightening force. A sword or axe might pass right through a Chainrasp without finding purchase, but the spiked clubs and rusted blades wielded by these evil beings can mangle flesh and shatter bone.



## MELEE WEAPONS

Malignant Weapon

Range

1"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

## DESCRIPTION

A Chainrasp Horde has any number of models. Each Chainrasp attacks with a Malignant Weapon.

**DREADWARDEN:** The leader of this unit is a Dreadwarden. Add 1 to the Attacks characteristic of a Dreadwarden's Malignant Weapon. In addition, a Chainrasp Horde has a Bravery characteristic of 10 instead of 6 while it includes a Dreadwarden.

**FLY:** Chainrasp Hordes can fly.

## ABILITIES

**Ethereal:** *There are creatures whose bodies have long since rotted away, making them difficult to harm with mundane weapons.*

Ignore modifiers (positive or negative) when making save rolls for this unit.

**Chilling Horde:** *When Chainrasps gather in sufficient strength, few can withstand their grave-cold touch.*

Re-roll wound rolls of 1 for this unit while it has more than 10 models.

## KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SUMMONABLE, CHAINRASP HORDE