



# CLANRATS

**MELEE WEAPONS**

	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Spear	2"	1	5+	4+	-	1
Rusty Blade	1"	1	4+	4+	-	1

**DESCRIPTION**

A unit of Clanrats has 10 or more models. Some units are armed with Rusty Spears, while others wield Rusty Blades. Many units also carry Clanshields.

**CLAWLEADER**

The leader of this unit is the Clawleader. A Clawleader makes 2 attacks rather than 1.

**STANDARD BEARER**

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, it can retreat and still charge in the same turn.

**BELL CHIMERS**

Models in this unit may be Bell Chimers. If the unit includes any Bell Chimers, it can move an extra 2" whenever it runs or retreats.

**ABILITIES**

**Clanshields:** You can add 1 to the save rolls for a unit with Clanshields against attacks that have Damage 1.

**Strength in Numbers:** You can add 1 to the wound rolls for Clanrats if their unit has 20 or more models. If the unit has 30 or more models, you can add 1 to their hit and wound rolls.

**KEYWORDS**

CHAOS, SKAVEN, VERMINUS, CLANRATS