



VARGHULF



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Immense Claws	2"	4	3+	3+	-1	2
Dagger-like Fangs	1"	1	3+	2+	-2	D3

DESCRIPTION

A Varghulf is a single model. It rips its prey apart with Immense Claws and Dagger-like Fangs.

FLY

Varghulfs can fly.

ABILITIES

Bestial Fury: If there are at least 10 enemy models within 3" after a Varghulf piles in, it makes 6 attacks rather than 4 with its Immense Claws.

Feed on Dark Magic: A Varghulf heals a wound each time a **DEATH WIZARD** successfully casts a spell within 18".

Monstrous Hunger: A Varghulf heals D3 wounds at the end of each combat phase in which it slew any models.

MAGIC

DEATH WIZARDS know the Summon Varghulf spell, in addition to any other spells they know.

SUMMON VARGHULF

Summon Varghulf has a casting value of 7. If successfully cast, you can set up a Varghulf within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, HERO, VARGHULF