

Skin Wolves

Many are the foul cults of Chaos, and many are the dark horrors of twisted flesh and nightmares made real that the Ruinous Powers have visited upon the world; few though are as strange as the Skin Wolves of legend. In the far north among those who dwell in the shadow of Chaos, be they Norscan, Kurgan or Hung, as well as the shunned corners of the world where degenerates root and fester such as the Bone Hills of Estalia or the dire fens south of the Badlands, myths and bloody tales speak of the Skin Wolves. Witch-cursed and Chaos-tainted, these men and women, half-feral and subject to savage appetites, carry within them a taint in the blood, a mutation that shows not readily as stigmata on their flesh, but slumbers within, a beast waiting to be unleashed by blood and unspeakable ritual.

When this horror is released, no mere transformation of man into beast is effected. Instead the humanoid wolf-thing, lean and half-insane with insatiable hunger, rips its way fully formed from the body of the man, which is left little more than shredded flaps of skin and chunks of bloody gristle by the freeing of the monster. It is these clinging shrouds of skin that give the beasts their common name. These frenzied creatures, whose packs are formed by kinship ties of bloodline and slaughter, care not what they kill in their bloodlust and bear no loyalty to any master, save the Dark Gods themselves. So it is that only the most unscrupulous Wizard would seek to bind them to their will by Kadon's magic, and some that have done so have had cause to lament their choice of ally. Only once battle is spent and a Skin Wolf has glutted itself on the raw and dripping gore of its enemies will the terrible transformation be reversed and the bubbling and overworked flesh of the Skin Wolf collapse, then like a newborn the human must tear its way out of the monster it once was.

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Skin Wolf	7	5	0	4	4	3	5	2	7	Monstrous Infantry	3-15	45 per model

SPECIAL RULES

Fear, Regeneration (5+) & Frenzy.

EQUIPMENT

Claws and Fangs (Hand Weapon)

OPTIONS

A unit of Skin Wolves may carry the favour of one of the Chaos gods. A unit may take one upgrade from the following options:

- **Mark of Khorne:** 5 points each
The unit's models gain +1 Strength.
- **Mark of Tzeentch:** 5 points each
The unit's Regeneration increases to (4+).
- **Mark of Nurgle:** 2 points each
The unit's attacks gain the Poisoned special rule.
- **Mark of Slaanesh:** 10 points each
The unit's models gain the Always Strikes First special rule.