



• WARSCROLL •

# VARGSKYR

Unable to control the feral aspect of the curse that surges through their blood, Vargskyr are towering, distended creatures. On the hunt, they stalk their prey before descending upon them in a frenzy of slashing claws and razor-sharp fangs.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Talons	2"	4	3+	3+	-1	2
Gaping Maw	1"	1	3+	2+	-2	D3

## DESCRIPTION

A Vargskyr is a single model armed with Talons and a Gaping Maw.

## ABILITIES

**Bounding Leaps:** *Three times the height of a man and with supernatural strength and reflexes, a Vargskyr covers ground with terrifying speed.*

You can attempt to charge with this model if it is within 18" of the enemy instead of 12". Roll 3D6 instead of 2D6 when making a charge roll for this model.

**Gnarled Hide:** *These savage beasts are covered in thick wiry fur and jutting bones that act as natural armour.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated.

## KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT GRAVELORDS, VYRKOS DYNASTY, VARGSKYR