

Raising the Heat

Once Per Turn (Army), Deployment Phase.

Effect: If you are the Attacker, Set your fury level to 1.

If you are the defender, set your fury level to 2.

Simiring Rage

Once Per Turn (Army), Start of the Battle Round

Declare: You must use this ability.

Effect: Gain a number of rage dice equal to your fury level.

At the end of the battle round, any unspent rage dice are lost.

Fight Through the Pain

Passive

Effect: Before allocating damage to a friendly unit, you can spend any number of rage dice.

For each rage dice spent, reduce your fury level by 1, to a minimum of 0, then roll a dice. On a 3+, remove 1 damage point from that unit's damage pool.

Eruption of Fury

Once Per Turn (Army), End of Any Turn

Declare: Pick a friendly unit to use this ability, then pick an enemy unit in combat with that friendly unit to be the Target.

Effect: Pick 1 of the **melee** weapons that the unit using this ability is armed with. Then, spend up to 3 rage dice.

Resolve a number of combat attacks against the target using the melee weapon you picked equal to the number of rage dice you spent.

Those attacks cannot score critical hits. Instead, for each unmodified hit roll of a 6 for those attacks:

- Inflict an additional d3 mortal damage on each Enemy unit in combat with the unit using this ability.
- Your Opponent must increase their fury level by 1, to a maximum of 7.

For each unmodified hit roll of 1 for those attacks, allocate d3 mortal damage to this unit after the damage sequence has been resolved (ward rolls cannot be made for these damage points.)

Notes: You only make a number of attacks equal to the number of rage dice made using the weapon profile of the unit selected. You do not add to the Attack characteristics and its as if a single model from that unit is making those attacks (a unit of 40 clan rats only makes 3 attacks if 3 rage dice were spent using this ability.)

KEYWORDS: ATTACK, FIGHT

Note: Any abilities that trigger from a fight ability (but not limited to the combat phase) are applicable (All out Attack, All out Defence)