

ASPIRING DEATHBRINGER



Through constant battle and unremitting slaughter, an Aspiring Deathbringer fights his way to glory. Even as his axe bites through flesh, the fell champion screams the Blood God's praise, urging the Bloodbound to overrun the enemy and carve them apart.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodaxe	1"	3	3+	4+	-	1
Wrath-hammer	3"	D3	3+	4+	-	1
Goreaxe	1"	3	3+	4+	-	1
Skullhammer	3"	3	4+	3+	-	1

DESCRIPTION

An Aspiring Deathbringer is a single model armed with one of the following weapon options: Bloodaxe and Wrath-hammer; or Goreaxe and Skullhammer.

ABILITIES

Bane of Cowards: *Nothing infuriates this champion more than foes too cowardly to fight.*

If an enemy unit fails a battleshock test within 3" of this model, add D3 to the number of models that flee.

COMMAND ABILITIES

Slaughter Incarnate: *Even as his axe bites through the flesh of his foes, the fell champion screams the Blood God's praise, urging the*

Bloodbound to overrun the enemy and carve them apart in the name of Khorne.

You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **KHORNE MORTAL** units while they are wholly within 12" of that model. You cannot pick the same unit to benefit from this command ability more than once per hero phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, ASPIRING DEATHBRINGER