

# BLOODTHIRSTER

OF UNFETTERED FURY

As the Bloodthirster of Unfettered Fury stalks forwards, its whip lashing out to strip flesh from bone, the very earth bleeds beneath its smouldering hooves, causing gouts of molten rock to incinerate all who dare to oppose the unholy terror before them.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lash of Khorne	12"	☀	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mighty Axe of Khorne	2"	6	3+	☀	-2	D3

## DAMAGE TABLE

Wounds Suffered	Move	Lash of Khorne	Mighty Axe of Khorne
0-3	10"	4	2+
4-6	9"	4	3+
7-9	8"	3	3+
10-12	7"	3	4+
13+	6"	2	4+

### KEYWORDS

CHAOS, DAEMON, GREATER DAEMON, BLOODTHIRSTER, KHORNE, MONSTER, HERO, BLOODTHIRSTER OF UNFETTERED FURY

## DESCRIPTION

A Bloodthirster of Unfettered Fury is a single model armed with a Lash of Khorne and a Mighty Axe of Khorne.

**FLY:** This model can fly.

## ABILITIES

**Drawn in for the Kill:** *Those not immediately slain by the lacerations inflicted by a Bloodthirster's whip may find themselves ensnared by its cruel barbs, rendering escape impossible.*

At the start of the enemy movement phase, pick 1 enemy unit within 3" of this model. That unit cannot retreat in that phase.

**The Land Rebels:** *The ground around a Bloodthirster of Unfettered Fury becomes cracked and broken beneath its stomping hooves, causing molten rock to bubble up from deep below.*

At the start of your hero phase, roll 1 dice for each enemy unit wholly within 8" of any units with this ability. On a 5+ that unit suffers 1 mortal wound.

## COMMAND ABILITIES

**Rejoice in the Slaughter:** *A Bloodthirster of Unfettered Fury is an unsubtle leader, driving its subjects into the enemy in great numbers.*

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 combat phase friendly **KHORNE DAEMON** units wholly within 16" of that model are eligible to fight in that combat phase if they are within 6" of an enemy unit instead of 3", and can move an extra 3" when they pile in.