

WRATH-AXE

A Wrath-Axe is a manifestation of Khorne's otherworldly anger, its razor-sharp edges glowing red-hot from the Blood God's rage. At signs of weakness or wizardry such a blazing axe appears in the air, splitting reality with its downwards stroke.

DESCRIPTION

A Wrath-axe is a single model.

JUDGEMENT OF KHORNE

Summon Wrath-axe: *Should their fury be worthy of the Blood God's favour, a Khornate priest can draw a fiery Wrath-Axe to the Mortal Realms.*

At the start of your hero phase, 1 friendly **KHORNE PRIEST** can attempt to perform this judgement. If they do so, make a judgement roll by rolling a dice. On a 5+ the judgement roll is successful. If the judgement roll is successful, set up this model wholly within 8" of that **KHORNE PRIEST**.

ABILITIES

Flung With Fury: *Forged from pure rancour, a Wrath-axe is Khorne's hatred incarnate.*

When this judgement is set up, the player who set it up can immediately make a move with it. In addition, at the start of each of their subsequent hero phases, the player who set this judgement up can make a move with it if it is still on the battlefield. When you move this judgement, it can move up to 8" and can fly.

Hatred's Edge: *This supernatural blade scrapes across the ground, its razor edge cutting in half those too slow to get out of its way. It then rises in the air before smashing down with deadly force upon Khorne's enemies.*

After this model has moved, roll a dice for each unit that has any models it passed across. On a 2+ that unit suffers D3 mortal wounds. Then the player that set up this model picks 1 enemy unit within 3" of this model and rolls a dice (the enemy unit may be one that this model passed across). On a 2+ that enemy unit suffers D6 mortal wounds.

Reality Cleaved: *The brutal cutting edge of this infernal axe tears at the very fabric of the Mortal Realms, sending senses reeling.*

Subtract 1 from hit rolls for attacks made by units within 3" of this model. This ability has no effect on **KHORNE** units.