War Scroll

**Key Words**

**Chaos, Khorne, Bloodbound, Khorgoraths**

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**Khorgoraths**

All know to fear the Khorgoraths of Khorne. Rampaging super-predators with an endless hunger for skulls, they are utterly fearless and almost impossible to kill, and smash through the enemy with no thought for anything but indiscriminate slaughter.

**Description**

A unit of Khorgoraths has any number of models, each armed with Bone Tentacles and Claws and Fangs.

**Abilities**

**Horrific Predators:** Khorgoraths are nightmarish beasts, given form only to harvest skulls.

Add 1 to battleshock rolls for units that had any models slain by attacks made by Khorgoraths in the same turn.

**Taker of Heads:** Swallowing the skulls of their victims breathes a twisted sustenance into the Khorgoraths’ brutish bodies.

At the end of the combat phase, if any enemy models were slain by this unit’s attacks in that combat phase, you can heal 1 wound allocated to this unit.

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**Missile Weapons**

<table>
<thead>
<tr>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bone Tentacles</td>
<td>6&quot;</td>
<td>3</td>
<td>3+</td>
<td>4+</td>
<td>-</td>
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</tbody>
</table>

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<tbody>
<tr>
<td>Claws and Fangs</td>
<td>1&quot;</td>
<td>5</td>
<td>3+</td>
<td>3+</td>
<td>-1</td>
</tr>
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