

# 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.



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------|-------|---------|--------|----------|------|--------|
| Bone Tentacles  | 6"    | 3       | 3+     | 4+       | -    | 1      |
| MELEE WEAPONS   | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Claws and Fangs | 1"    | 5       | 3+     | 3+       | -1   | 2      |

## 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.

## KEYWORDS

CHAOS, KHORNE, BLOODBOUND, KHORGORATHS