



KORGHOS KHUL



Warlord of the legendary Goretide, Korghos Khul is rightly feared across the Mortal Realms. His campaigns of conquest and slaughter have earned him many boons from Khorne, principal amongst them the enormous Flesh Hound that fights by his side.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Axe of Khorne	1"	3	3+	3+	-1	D3
Claws and Fangs	1"	4	3+	4+	-1	1

DESCRIPTION

Korghos Khul is a named character that is a single model. He is armed with an Axe of Khorne.

COMPANION: Korghos Khul is accompanied by Grizzlemaw, who attacks with its Claws and Fangs. For rules purposes, Grizzlemaw is treated in the same manner as a mount.

ABILITIES

Favoured of Khorne: *Khul swings his deadly axe assured of the Blood God's blessing.*

You can re-roll hit rolls for attacks made by this model.

Aqshy's Bane: *Not content to be feared for his past conquests, Khul embraces combat more eagerly than any other seasoned general.*

This model is eligible to fight in the combat phase if it is within 8" of an enemy unit instead of 3", and can move an extra 5" when it piles in.

Collar of Khorne: *Grizzlemaw's spiked collar has dashed the designs of many sorcerous foes.*

This model can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, this model can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOND, GORETIDE, HERO, MIGHTY LORD OF KHORNE, KORGHOS KHUL

Reality-splitting Axe: *With a thunderous boom the Axe of Khorne cleaves a rent in the fabric of reality, hurling the victim into the Blood God's realm.*

At the end of any phase, if any wounds inflicted by this model's Axe of Khorne in that phase were allocated to an enemy model and not negated, and that enemy model has not been slain, roll a dice. On a 5+ that enemy model is slain.

COMMAND ABILITIES

Lord of the Goretide: *Khul's indomitable will has led his Bloodbound Warhorde to greatness, and all his warriors are hungry to please him.*

You can use this command ability at the start of the charge phase. If you do so, pick a friendly model with this command ability that is a general. Until the end of that phase, you can re-roll hit rolls of 1 for attacks made by friendly **GORETIDE** units wholly within 16" of that model.