

MIGHTY LORD OF KHORNE



Foes fall before the Mighty Lord of Khorne like wheat before a scythe. As his axe howls through the air its blade tears reality asunder, and at the lord's bellowed command, his warriors redouble their efforts to slaughter their foes.

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

DESCRIPTION

A Mighty Lord of Khorne is a single model armed with an Axe of Khorne.

COMPANION: A Mighty Lord of Khorne is accompanied by a Flesh Hound that attacks with its Blood-dark Claws. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Collar of Khorne: *Spellcasters have learned to dread Flesh Hounds as much for their collars as for their claws.*

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**.

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 the 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

Gorelord: *Axe held aloft, this warlord orders his fighters forwards like hunting hounds unleashed.*

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. Until the end of that phase, you can re-roll charge rolls for friendly **KHORNE MORTAL** units wholly within 16" of that model when the charge roll is made.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, MIGHTY LORD OF KHORNE