

MIGHTY SKULLCRUSHERS

The ground shakes beneath pounding Juggernaut hooves as the Mighty Skullcrushers ride into battle. Foes are smashed aside by the impact of the charge, and any survivors are soon reduced to piles of gore by the riders' axes.



MELEE WEAPONS

Ensorcelled Axe
Bloodglaive
Brazen Hooves

Range

1"
1"
1"

Attacks

3
3
3

To Hit

3+
4+
3+

To Wound

3+
3+
3+

Rend

-
-1
-

Damage

1
1
1

DESCRIPTION

A unit of Mighty Skullcrushers has any number of models. The unit is armed with one of the following weapon options: Ensorcelled Axe; or Bloodglaive.

MOUNTS: This unit's Juggernauts attack with their Brazen Hooves.

SKULLHUNTER: 1 model in this unit can be a Skullhunter. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 3 models in this unit can be a Standard Bearer. Add 2 to the Bravery characteristic of this unit while it includes any Standard Bearers.

HORNBLOWER: 1 in every 3 models in this unit can be a Hornblower. Add 1 to run and charge rolls made for this unit while it includes any Hornblowers.

ABILITIES

Murderous Charge: *The crushing mass and stamping hooves of Khorne's Juggernauts are a threat to all in their path.*

After a model in this unit makes a charge move, you can pick 1 enemy unit within 1" of that model and roll a dice. On a 2+ that enemy unit suffers 1 mortal wound. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model completes its charge move, but do not allocate the mortal wounds until after all of the models in the unit have moved. If this unit has 6 or more models when it makes a charge move, change the mortal wounds inflicted by this ability from 1 to D3.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, MIGHTY SKULLCRUSHERS