

SKARR BLOODWRATH



In battle, Skarr Bloodwrath is a terrifying maelstrom of carnage. His Bloodstorm Blades whip around him like extensions of his furious will, and even should he fall, he rises again from the spilt blood of his victims, his axes held ready for vengeance.



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------------------|-------|-----------|--------|----------|------|--------|
| Bloodstorm Blades | 3" | See below | 2+ | 3+ | -1 | 1 |

DESCRIPTION

Skarr Bloodwrath is a named character that is a single model. He is armed with Bloodstorm Blades.

ABILITIES

Slaughterstorm: *Swinging the Bloodstorm Blades in wide arcs, Skarr Bloodwrath claims countless skulls for his master.*

The Attacks characteristic of this model's Bloodstorm Blades is either 5, or equal to the number of enemy models within 3" of this model when the number of attacks made with the weapon is determined (whichever is higher).

The Slaughterborn: *Skarr Bloodwrath has been killed on battlefields beyond count, but each time he has been reborn amidst the clash of blades and the screams of the dying.*

At the end of the movement phase, if this model has been slain, roll 2D6. On an 8+ you can set up this model anywhere on the battlefield more than 9" from any enemy units, with all wounds allocated to it removed.

COMMAND ABILITIES

Murderous Paragon: *To Wrathmongers, Skarr Bloodwrath is an exemplar of mindless carnage, and like him they fight to the death hoping to be reborn to kill again.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **WRATHMONGERS** unit wholly within 12" of a friendly model with this command ability. Until the end of that phase, if a model from that unit is slain, before that model is removed from play, that model can make a pile-in move and then attack with all of the melee weapons it is armed with.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, SKARR BLOODWRATH