Trailing sulphurous flame, the chained anvil of the Skullgrinder roars through the air like a dark mockery of Sigmar’s twin-tailed comet. The Khornate smith swings his mighty weapon in wide arcs, shattering armour, pulping flesh and smashing bone.

DESCRIPTION
A Skullgrinder is a single model armed with a Brazen Anvil.

ABILITIES
Fiery Anvil: The searing impact of a brazen anvil has vanquished many formidable foes, swung for a final death-strike even when its blows were thought escaped.

At the end of the combat phase, you can pick 1 enemy Hero or Monster within 2” of this model and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.

Favoured by Khorne: The bloody arcs of gore that surround a Skullgrinder in battle are an inspiration to all who seek Khorne’s approval.

Add 1 to the Bravery characteristic of friendly Khorne Mortal units wholly within 12” of any friendly models with this ability.

KEYWORDS
CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, SKULLGRINDER