

SKULLGRINDER

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.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brazen Anvil	2"	3	3+	2+	-1	3

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, BLOODBOND, HERO, SKULLGRINDER