

SKULLTAKER



Skulltaker is Khorne's immortal champion and the greatest of all Bloodletters. Ever seeking worthy skulls for his master, he scans the battlefield for the enemy's greatest champion, bellowing his challenge before moving in to end yet another storied life.

MELEE WEAPONS

The Slayer Sword

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

3

DESCRIPTION

Skulltaker is a named character that is a single model. He is armed with the Slayer Sword.

ABILITIES

Cloak of Skulls: *Many a would-be death blow has ricocheted harmlessly off Skulltaker's grisly pelt of trophies.*

You can re-roll save rolls for attacks that target this model.

Decapitating Strike: *There are few weapons so feared as the hellforged blades of the Bloodletters.*

If the unmodified hit roll for an attack made with the Slayer Sword is 6, that attack inflicts 3 mortal wounds on the target in addition to any normal damage.

Heroes' Bane: *When faced with a worthy opponent, Skulltaker unleashes his full martial might.*

You can re-roll hit and wound rolls for attacks made by this model that target a **HERO**.

COMMAND ABILITIES

Heads Must Roll: *Skulltaker is the greatest of all Bloodletters, and his mastery of death-dealing sets a grisly example for all of his kind to follow.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **BLOODLETTERS** unit wholly within 12" of a friendly model with this command ability. Until the end of that phase, you can re-roll wound rolls of 1 for attacks made by that unit.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, HERALD OF KHORNE, SKULLTAKER