SLAUGHTERPRIEST

Towering, brutal demagogues, Slaughterpriests are living beacons of the Lord of Battle's power. These foul priests direct their comrades according to visions sent by Khorne himself, boil their enemies' blood in their veins and drive the foe mad with battle-lust.

MOVE 6"
WOUNDS 6
SAVE 5+
BRAVERY 8

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodbathed Axe	2"	3	4+	3+	-	2
Hackblade	1"	3	3+	4+	-	1
Wrath-hammer	3"	D3	4+	4+	-	1

DESCRIPTION

A Slaughterpriest is a single model armed with one of the following weapon options: Bloodbathed Axe; or Hackblade and Wrath-hammer.

ABILITIES

Scorn of Sorcery: *Slaughterpriests share their god's hatred of sorcery and those who use it.*

This model can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, this model can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

Bloodfuelled Prayers: *His eyes crazed and bloodshot, the Slaughterpriest snarls dark curses that channel the wrath of Khorne.*

In your hero phase, this model can chant one of the following prayers. If it does so, pick one of the prayers and then make a prayer roll by rolling a dice. On a 1, this model suffers D3 mortal wounds and the prayer is not answered. On a 2-3, the prayer is not answered. On a 4+ the prayer is answered.

KEYWORDS | CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, PRIEST, SLAUGHTERPRIEST

Blood Boil: If this prayer is answered, pick 1 enemy unit within 16" of the model chanting this prayer. That unit suffers D6 mortal wounds.

Blood Bind: If this prayer is answered, pick 1 enemy unit within 16" of the model chanting this prayer and not within 3" of any friendly units. Your opponent must move that unit a number of inches equal to the prayer roll. The first model to be moved from that unit must finish the move as close as possible to the closest unit from the chanting model's army. Any remaining models in that unit must finish their move within 1" of a model from their unit that has already been moved, and as close as possible to the closest unit from the chanting model's army.