

VALKIA THE BLOODY

Soaring upon the blazing winds of war, Valkia the Bloody awaits the worthiest of foes before plunging into battle with her mighty spear *Slaupnir* levelled. With her comes the Blood God's judgement, for wherever Valkia goes, the eye of Khorne follows.



MELEE WEAPONS

Slaupnir

Range

2"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-2

Damage

1

DESCRIPTION

Valkia the Bloody is a named character that is a single model. She is armed with *Slaupnir*.

FLY: This model can fly.

ABILITIES

The Gaze of Khorne: *Khorne's gaze follows Valkia closely; the Blood God's warriors strive all the harder to please him when she is nearby, lest he deem them unworthy.*

You can re-roll battleshock tests for friendly **KHORNE MORTAL** units wholly within 16" of this model. However, if you do so and that unit still fails the battleshock test after

the re-roll has been made, add D3 to the number of models that flee.

The Spear *Slaupnir*: *Valkia's great spear is at its deadliest as she descends from the sky to strike at her target's heart.*

Slaupnir has a Damage characteristic of D3 instead of 1 if this model made a charge move in the same turn.

Daemonshield: *Adorned with the head of a Daemon Prince who was foolish enough to earn Valkia's ire, this shield is a powerful relic.*

Subtract 1 from wound rolls for attacks made with melee weapons that target this model.

COMMAND ABILITIES

On Bloodstained Wings: *No airborne foes are safe when Valkia takes wing, and her swooping shadow fills her skyfaring prey with dread.*

You can use this command ability in the hero phase. If you do so, pick 1 enemy unit that can fly and is within 16" of a friendly model with this command ability. Until the end of that turn, subtract 1 from hit rolls for attacks made by that unit. You cannot pick the same unit to benefit from this command ability more than once per hero phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, VALKIA THE BLOODY