



• WARSCROLL •

WRATH OF KHORNE

# BLOODTHIRSTER



Wrath of Khorne Bloodthirsters are the Lord of Battle's agents of vengeance, sent to claim the skulls of those who have offended him. With hellforged weapons and breaths of purest hellfire they law low their quarry, slicing and melting flesh from bone.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellfire Breath	8"	1	See below			
Bloodflail	12"	1	3+	3+	-1	☀
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mighty Axe of Khorne	2"	6	3+	☀	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Bloodflail	Mighty Axe of Khorne
0-3	10"	6	2+
4-6	9"	3	3+
7-9	8"	3	3+
10-12	7"	D3	4+
13+	6"	D3	4+

KEYWORDS

CHAOS, DAEMON, GREATER DAEMON, BLOODTHIRSTER, KHORNE, MONSTER, HERO, WRATH OF KHORNE BLOODTHIRSTER

## DESCRIPTION

A Wrath of Khorne Bloodthirster is a single model armed with Hellfire Breath, a Bloodflail and a Mighty Axe of Khorne.

**FLY:** This model can fly.

## ABILITIES

**Hellfire Breath:** *Spewing flame from its maw, the daemon incinerates nearby foes, leaving only charred skeletons behind.*

Do not use the attack sequence for an attack made with Hellfire Breath. Instead, pick an enemy unit that is in range of the attack and roll a dice. On a 2+ that unit suffers D3 mortal wounds.

**Relentless Hunter:** *Those unfortunate enough to have earned Khorne's ire tend to be renowned champions of their people – the daemon sent to exact the Lord of Battle's vengeance is well accustomed to slaying their kind.*

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

**Rune-crown of Khorne:** *Gifted only to the most exalted denizens of the Blood God's realm, rune-crowns emanate a potent anti-magical aura.*

This model can attempt to unbind one spell in the enemy hero phase as if it were a **WIZARD**. In addition, add 2 to unbinding rolls for this model. 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**.

## COMMAND ABILITIES

**Lord of the Blood Hunt:** *Like the sounding of a great brazen horn, this Bloodthirster's furious roar launches a murderous blood hunt.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **KHORNE DAEMON** unit wholly within 16" of a friendly model with this command ability. Until the end of the phase you can re-roll hit rolls for attacks made by that unit.