

WRATHMONGERS

With the chained hammers of their flails whipping around them, the Wrathmongers hurl themselves into the enemy. A bloody red mist hangs around these berserkers as they go about their butchery, driving combatants into a maddened frenzy.



MELEE WEAPONS

Wrath-flails

Range

2"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Wrathmongers has any number of models, each armed with Wrath-flails.

WRATHMASTER: 1 model in this unit can be a Wrathmaster. Add 1 to the Attacks characteristic of that model's Wrath-flails.

ABILITIES

Furious Assault: *Skulls crack and shields buckle beneath the unstoppable momentum of a Wrathmonger charge.*

Add 1 to hit rolls for attacks made by this unit if it made a charge move in the same turn.

Bloodfury: *When they are finally struck down, the maddening blood vapour that surrounds Wrathmongers plunges their foes into a self-destructive rage.*

If a model in this unit is slain, before it is removed from play roll a dice for each enemy unit within 1" of that model. Add 1 to the dice roll if 2 or more models from that enemy unit are within 1" of the slain model. On a 1, nothing happens. On a 2-5, that enemy unit suffers 1 mortal wound after all of its attacks have been resolved. On a 6+ that enemy unit suffers D3 mortal wounds after all of its attacks have been resolved.

Crimson Haze: *A vapour of blood and gore fills the air wherever Wrathmongers swing their flails, sending the Lord of Battle's devotees into an exultant rampage.*

Add 1 to the Attacks characteristic of **KHORNE** units while they are wholly within 8" of any units with this ability. This ability has no effect on **WRATHMONGERS**.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, WRATHMONGERS