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.

### 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.

### MELEE WEAPONS

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<th>MELEE WEAPONS</th>
<th>Range</th>
<th>Attacks</th>
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<tr>
<td>Wrath-flails</td>
<td>2&quot;</td>
<td>4</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
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**KEYWORDS**
CHAOS, MORTAL, KHORNE, BLOODBOUND, WRATHMONGERS