

BEASTLORD

Savage commanders and ferocious warriors, Beastlords are the alphabeasts of the Brayherds. They exert dominance over their snarling kin through acts of grisly violence, and lead ruinous stampedes into the civilised lands.



MELEE WEAPONS

Paired Man-ripper Axes

Range

1"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A Beastlord is a single model armed with Paired Man-ripper Axes.

ABILITIES

Dual Axes: *Armed with two man-ripper axes, the Beastlord rains down blows upon the foe, hacking them apart with animalistic fury.*

You can re-roll hit rolls of 1 for attacks made with Paired Man-ripper Axes.

Hatred of Heroes: *Leaving weaker foes to his followers, a Beastlord reserves his prodigious strength and fury for the greatest of the enemy's champions.*

You can re-roll failed wound rolls for attacks made by this model that target a **HERO**.

COMMAND ABILITIES

Grisly Trophy: *With a roar of triumph, the Beastlord raises a severed head into the air.*

You can use this command ability in the combat phase if any attacks made by a friendly **BEASTLORD** with this command ability resulted in an enemy model being slain that phase. If you do so, until the end of that phase, you can re-roll wound rolls for attacks made by friendly **BRAYHERD** units wholly within 18" of that **BEASTLORD**. If any attacks made by that **BEASTLORD**

resulted in an enemy **HERO** or **MONSTER** being slain that phase, you can re-roll both hit rolls and wound rolls for attacks made by friendly **BRAYHERD** units wholly within 18" of that **BEASTLORD** instead.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, HERO, BEASTLORD