

DOOMBULL



Doombulls are the dominant beasts of the Warherds, charging ahead of their stampeding kin and leading by brutal example. Like all bullgors, they are consumed by the bloodgreed, and they gluttonously devour the raw flesh of those they kill.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bullgor Horns	1"	2	4+	4+	-	1
Slaughterer's Axe	1"	3	3+	3+	-2	3

DESCRIPTION

A Doombull is a single model armed with a Slaughterer's Axe and Bullgor Horns.

ABILITIES

Bloodgreed: *Ravenous for blood, the Doombull descends upon its foes with unbridled ferocity.*

Each unmodified wound roll of 6 for attacks made by this unit inflicts 1 mortal wound on the target in addition to any normal damage.

COMMAND ABILITIES

Slaughterer's Call: *A feral roar by the Doombull alerts the Warherd to the scent of flesh on the wind, sending them into an attacking frenzy.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly **WARHERD** unit wholly within 12" of a friendly model with this command ability. Add 1 to wound rolls for attacks made by that unit until the end of that phase.