

SKARBRAND

A daemonic engine of destruction like no other, Skarbrand carves a red road of ruin across the battlefield. His bellowing roars cause the blood to boil in his enemies' veins. His twin axes – Carnage and Slaughter – trail a rain of gore with every almighty swing. The angrier Skarbrand gets, the more dangerous he becomes. And there is none angrier than Skarbrand.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slaughter	2"	☀	4+	3+	-2	3
Carnage	2"	1	4+	————	See below	————

DAMAGE TABLE			
Wounds Suffered	Rage	Slaughter	Carnage
0-3	Angry	4	Total carnage on a 5+
4-6	Furious	5	Total carnage on a 4+
7-9	Seething	6	Total carnage on a 3+
10-12	Enraged	7	Total carnage on a 2+
13+	Incandescent	8	Total carnage on a 1+

DESCRIPTION

Skarbrand is a single model. He carries two axes, one called Slaughter and the other Carnage, which he uses with deadly effect in combat. As the battle progresses, Skarbrand's rage grows, making him an increasingly dangerous opponent – and wounding him only makes him angrier.

ABILITIES

Skarbrand's Rage: The angrier that Skarbrand gets, the more dangerous he becomes, as shown on his damage table above. Skarbrand starts the battle Angry, but this will change during the course of the battle as his rage increases or he vents his fury to fuel his attacks.

In each of your hero phases, look on Skarbrand's damage table to see his current level of rage. If Skarbrand was not able to attack in at least one of the combat phases of the previous battle round, he is always Incandescent, regardless of the wounds he has remaining – nothing makes Skarbrand angrier than not being able to fight!

Skarbrand can use his rage to fuel one or more of the following abilities. Each can only be used once per battle round. The effects of these abilities last until your next hero phase (with the exception of a Roar of Total Rage, which is resolved immediately). If Skarbrand is Angry he can use one ability, if he is Furious he can use two abilities, if he is Seething he can use three, if he is Enraged he can use four and if he is Incandescent he can use five.

- Make a Roar of Total Rage (see below).
- Re-roll the dice to determine Skarbrand's charge distance.
- Re-roll all failed hit rolls made for Slaughter.
- Re-roll all failed hit rolls made for Carnage.
- Re-roll all failed wound rolls made for Slaughter.
- Re-roll the dice rolled to see if Skarbrand inflicts Total Carnage.

Roar of Total Rage: When Skarbrand roars, his anger breaks the bounds of reason, causing the blood of those near him to boil in their veins, or their heads to explode in apocalyptic, eye-bulging fury!

If Skarbrand makes a Roar of Total Rage, pick a unit within 8". Roll one dice if Skarbrand is Angry, two dice if he is Furious, three if he is Seething, four if he is Enraged and five if he is Incandescent. Each roll of 4 or more inflicts 1 mortal wound on the unit.

Total Carnage: Roll a dice each time Skarbrand hits a target with the axe Carnage; if the roll is greater than or equal to the result shown in the damage table, the hit has caused total carnage. Pick a model in the target unit; that model immediately suffers 8 wounds. No saves of any kind can be taken against total carnage, and abilities that would prevent or reduce the damage of an attack are ignored (such as a Herald of Nurgle's Disgustingly Resilient ability or a Stonehorn's Stone Skeleton) – there's no escaping the axe's wrath! If the roll is less than the result shown in the table, the hit inflicts one mortal wound on the target unit instead.

KEYWORDS

CHAOS, DAEMON, BLOODTHIRSTER, KHORNE, MONSTER, HERO, SKARBRAND