

MIGHTY SKULLCRUSHERS

The ground shakes beneath the pounding hooves of Juggernauts as the Mighty Skullcrushers charge into battle. Foes in their path are smashed aside by momentum of their charge, blood bursting from their ruined bodies. The rest fall soon enough, the Mighty Skullcrushers hacking all around with their axes until all that remains is blood and ruin.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Axe	1"	2	3+	3+	-	1
Bloodglaiave	1"	2	4+	3+	-1	1
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A unit of Mighty Skullcrushers has 3 or more models. Some units of Mighty Skullcrushers take to the battlefield wielding Bloodglaiaves, while others clutch Ensorcelled Axes. They carry Brass-clad Shields and ride Juggernauts, which trample the foe with their Brazen Hooves.

SKULLHUNTER

The leader of this unit is a Skullhunter. He makes 3 attacks with his Ensorcelled Axe or Bloodglaiave rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes one or more Standard Bearers, add 1 to the Bravery of all its models. After this unit has slain an enemy model and soaked their standards in blood, add 3 to their Bravery instead.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes one or more Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Brass-clad Shield: If this unit suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 4 or more, the wounds or mortal wounds are ignored.

Murderous Charge: If this unit completes a charge move, then at the end of the charge phase, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds; if this unit includes 6 or more models, the target unit suffers D6 mortal wounds instead.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOND, MIGHTY SKULLCRUSHERS