

SKULLGRINDER

Trailing sulphurous flame, the chained anvil of the Skullgrinder roars through the air like a dark mockery of Sigmar's twin-tailed comet. The Khornate smith swings his mighty weapon in wide, bloody arcs, smashing bone, pulping flesh and crushing skulls to draw down the blessings of the Blood God upon his comrades.



MELEE WEAPONS

Brazen Anvil

Range

2"

Attacks

2

To Hit

3+

To Wound

2+

Rend

-1

Damage

3

DESCRIPTION

A Skullgrinder is a single model. He swings a heavy Brazen Anvil with terrifying ease, which he uses to obliterate the Blood God's enemies.

ABILITIES

Favoured by Khorne: Add 1 to the Bravery of all **MORTAL KHORNE** units in your army that are within 6" of this model.

Altar of Skulls: If a **HERO** or **MONSTER** is slain by the Skullgrinder's Brazen Anvil, the Skullgrinder and all **MORTAL KHORNE** units in your army within 8" are blood-blessed for the rest of the battle. If a hit roll for an attack made by a blood-blessed model is 4 or higher, make two wound rolls rather than one.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, SKULLGRINDER