

SKULLMASTER, HERALD OF KHORNE

The wary of the Skullmaster rings furiously over the thunderous hoofbeats of its ironclad steed. Leading its daemonic brethren from the front, the Herald slams into the enemy with titanic force. Bones shatter. Armour buckles. Flesh tears and blood falls like rain, while the Skullmaster exults in the absolute slaughter it has unleashed.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Blood	1"	4	3+	3+	-1	1
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A Skullmaster, Herald of Khorne is a single model. The Herald wields a ruinous Blade of Blood, and rides atop a mighty Juggernaut of Khorne that gores and tramples its victims to death beneath its Brazen Hooves.

ABILITIES

Slaughter and Ruin: You can re-roll all failed hit rolls for this model if it charged in the same turn.

Decapitating Blow: If the hit roll for a Blade of Blood is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

Murderous Charge: If this model 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.

MAGIC

CHAOS WIZARDS know the Summon Skullmaster spell, in addition to any others they know.

SUMMON SKULLMASTER

Summon Skullmaster has a casting value of 5. If successfully cast, you can set up a Skullmaster, Herald of Khorne within 16" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, SKULLMASTER