

SLAUGHTERBRUTE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-tipped Claws	2"	✱	4+	3+	-1	D3
Mighty Jaws	1"	2	4+	✱	-	3
Lesser Claws	1"	2	4+	3+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Razor-tipped Claws	Mighty Jaws
0-2	10"	6	2+
3-4	8"	5	3+
5-7	8"	4	3+
8-9	6"	3	4+
10+	4"	2	4+

DESCRIPTION

A Slaughterbrute is a single model. It tears its way through the enemy with a pair of Razor-tipped Claws and its Mighty Jaws. Some Slaughterbrutes also sport a set of Lesser Claws, rendering them even deadlier. Slaughterbrutes are typically bound by means of a lengthy ritual to the will of a mighty Chaos Champion, their minds and actions under the control of a warrior born.

ABILITIES

Runes of Binding: By carving runes of domination into a Slaughterbrute's back and driving daggers of binding into its flesh, the monster's will can be bound to a Champion of Chaos. When you set up a Slaughterbrute, you can pick a **SLAVES TO DARKNESS HERO** in your army to be its master (a model cannot be the master of more than one Slaughterbrute – the effort required would be fatal). As long as the Slaughterbrute's master is on the battlefield, the Slaughterbrute's melee weapons hit on rolls of 3+ rather than 4+.

Beast Unbound: A Slaughterbrute without a master is a terrifying force of destruction, running rampant and attacking anything that comes near. If a Slaughterbrute does not have a master on the battlefield in the charge phase, roll a dice. If the result is 3 or less it lashes out in a wild berserk fury at the nearest model, friend or foe, within 3". That model's unit immediately suffers D3 mortal wounds.

KEYWORDS

CHAOS, MONSTERS OF CHAOS, MONSTER, SLAUGHTERBRUTE

SLAUGHTERBRUTE OF KHORNE



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ABILITIES

Runes of Binding: By carving runes of domination into a Slaughterbrute's back and driving daggers of binding into its flesh, the monster's will can be bound to a Champion of Chaos. When you set up a Slaughterbrute of Khorne, you can pick a **KHORNE MORTAL HERO** in your army to be its master (a model cannot be the master of more than one Slaughterbrute – the effort required would be fatal). As long as the Slaughterbrute's master is on the battlefield, the Slaughterbrute's melee weapons hit on rolls of 3+ rather than 4+.

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