

SLAUGHTERPRIEST

WITH HACKBLADE AND WRATH-HAMMER

A spiked metal ball curves through the air like a meteor, its anchoring chain rattling out from the Slaughterpriest's forearm. Those not slain by his wrath-hammer are pulled into his reach and roughly decapitated by his jagged hackblade, even as he howls out his devotion to the Blood God.



MELEE WEAPONS

Hackblade

Wrath-hammer

Range

1"

3"

Attacks

3

D3

To Hit

3+

4+

To Wound

4+

4+

Rend

-

-

Damage

1

1

DESCRIPTION

A Slaughterpriest with Hackblade and Wrath-hammer is a single model. He wields a bludgeoning Wrath-hammer and a jagged Hackblade.

ABILITIES

Scorn of Sorcery: As walking avatars of the Blood God's fury, Slaughterpriests share their master's distaste for magic and those that use it. This model can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.

Bloodfuelled Prayers: In your hero phase, a Slaughterpriest can pray to Khorne for aid. Pick one of the prayers on the right, then roll a dice, adding 1 to the result if the Slaughterpriest slew any enemy models in the previous turn. If the result is 4 or higher, the prayer is answered, and its effect takes place. If the result is 1, the Slaughterpriest's supplication is seen as unworthy of a follower of the Blood God, and he suffers D3 mortal wounds.

Blood Boil: Pick an enemy unit within 16". That unit suffers D6 mortal wounds, its warriors screeching in agony as super-heated blood jets from their bodies.

Blood Bind: The Slaughterpriest fires the blood in his targets' veins, urging them to succumb to bloodlust. Pick an enemy unit that is within 16" and not within 3" of any of your units. All models in the unit must run as far as possible towards your nearest unit, as if it were their movement phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, PRIEST, SLAUGHTERPRIEST