

# WRATHMONGERS

With the chained hammers of their wrath-flails spinning and whipping around them, the Wrathmongers hurl themselves into the midst of their foes. A red mist of blood and fury hangs around these Chaos-twisted berserkers, driving friend and foe alike into a murder-maddened frenzy from which none walk away alive.



## MELEE WEAPONS

Wrath-flails

Range

2"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

## DESCRIPTION

A unit of Wrathmongers has 5 or more models. They are armed with Wrath-flails.

## WRATHMASTER

The leader of this unit is a Wrathmaster. A Wrathmaster makes 5 attacks rather than 4.

## ABILITIES

**Wrath-flails:** Add 1 to any hit rolls made for a model attacking with Wrath-flails if that model charged in the same turn.

**Crimson Haze:** All models (friend or foe) within 3" of a Wrathmonger in the combat phase are overcome with a murder-frenzy and make 1 more attack with each of their melee weapons. This does not affect Wrathmongers, who are already in this state of blood-lust.

**Bloodfury:** Each time a Wrathmonger is slain in the combat phase, the spilt blood drives the enemy into a berserk rage in which they can no longer tell friend from foe; you can choose an enemy model that is within 2" of the slain model. Immediately attack with the enemy model you chose as though it was part of your army. The model can attack its own unit, and even itself! No enemy model can be chosen in this way more than once in a phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, WRATHMONGERS