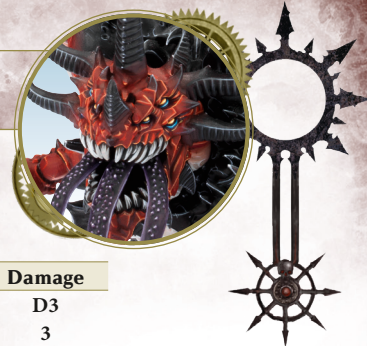




SLAUGHTERBRUTE

Even the greatest champions cannot hope to bind a Slaughterbrute through physical might alone. Only through specially forged blades of binding can these monstrosities be controlled, and their boundless fury directed towards their master's enemies.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-tipped Claws	2"	☀	4+	3+	-1	D3
Mighty Jaws	1"	2	4+	☀	-	3
Slashing Talons	1"	2	4+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Razor-tipped Claws	Mighty Jaws
0-2	10"	6	1+
3-4	8"	5	2+
5-7	8"	4	3+
8-9	6"	3	4+
10+	4"	2	5+

DESCRIPTION

A Slaughterbrute is a single model armed with Razor-tipped Claws, Mighty Jaws and Slashing Talons.

MARK OF CHAOS: When you select this model to be part of your army, you can give it the following Mark of Chaos keyword: **KHORNE**.

ABILITIES

Sigils of Enslavement: By carving runes of domination into a Slaughterbrute's back and driving cursed blades of binding into its flesh, the monster's will can be bound to a Champion of Chaos.

When this model is set up for the first time, you can pick 1 friendly **SLAVES TO DARKNESS HERO** on the battlefield to be its master. Add 1 to hit rolls for attacks made by this model while it is wholly within 12" of that **HERO**. The same **HERO** cannot be the master of more than 1 **SLAUGHTERBRUTE**.

Beast Unbound: A masterless Slaughterbrute is a terrifying force of destruction, running rampant and attacking anything that comes near.

If this model is within 6" of an enemy unit and more than 12" from its master (see left) at the start of the charge phase, you must roll a dice. On a 4+, the closest other unit within 6" of this model immediately suffers D3 mortal wounds.

KEYWORDS

CHAOS, MONSTER, SLAVES TO DARKNESS, SLAUGHTERBRUTE