

MAGORE'S FIENDS

Magore Redhand leads his band of killers on an endless hunt for worthy skulls. In return for his prodigious offerings Khorne has blessed the Blood Warrior with several profane gifts, including the Flesh Hound Riptooth and a daemonic maw in his gut that can bite through sigmarite with ease.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magore's Belly Maw	1"	1	4+	3+	-1	D3
Magore's Daemonic Axe	1"	3	3+	3+	-1	1
Goreaxe	1"	2	3+	4+	-	1

DESCRIPTION

Magore's Fiends consists of 3 models: Magore Redhand (who wields a Daemonic Axe and can tear at his foes with his Belly Maw), Ghartok Flayskull and Zharkus the Bloodsighted (who both carry a Goreaxe and Gorefist).

MAGORE REDHAND

The leader of this unit is Magore Redhand. While this unit includes Magore Redhand, you can re-roll hit rolls for attacks made by this unit that target **STORMCAST ETERNALS**.

ABILITIES

Gorefists: *Gorefists are viciously spiked gauntlets that can be used to trap a foe's sword arm, or punch and stab underneath their guard.*

If the save roll for an attack that targets a unit with any Gorefists is 4+ (after re-rolls and modifiers are applied), and the attacking unit is within 1" of the target unit, roll a dice. On a 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

No Respite: *Blood Warriors continue to hack and tear at their foes even when hideously wounded, not ceasing their frenzied assault until death claims them.*

If a model from this unit is slain in the combat phase, you can make a pile-in move and then attack with the model before you remove it.

Blood Scent: *Riptooth leads Magore and his Blood Warriors in pursuit of worthy foes, jaws frothing with bloody drool as he bounds tirelessly after his quarry.*

You can re-roll charge rolls for this unit while it is within 8" of Riptooth.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, BLOOD WARRIORS, MAGORE'S FIENDS

RIPTOOTH

A daemonic tracker-beast known as a Flesh Hound, Riptooth was gifted to Magore Redhand in recognition of his offerings. The vicious beast's blood-sense is so strong that he has led his new master to countless worthy kills in the years since.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood-dark Claws	1"	4	3+	4+	-	1

DESCRIPTION

Riptooth is a single model. He tears his victims to pieces with his Blood-dark Claws.

ABILITIES

Collar of Khorne: All Flesh Hounds are fitted with brass collars that exude a portion of the Blood God's wrath, allowing them to repel enemy magic with the sheer force of their hatred.

This unit can attempt to unbind one spell in each enemy hero phase in the same manner as a **WIZARD**.

Locus of Abjuration: The powerful aura of anti-magic that radiates from a Flesh Hound's brass collar is only intensified in the presence of a daemonic champion.

You can re-roll unbinding attempts for this unit if it is within 8" of a friendly **DAEMON HERO** of **KHORNE**.

Tireless Hunter: Flesh Hounds can run for hours without rest, and when their quarry is within sight they leap into battle in a maddened frenzy.

You can re-roll charge rolls for this unit.

KEYWORDS

CHAOS, DAEMON, KHORNE, FLESH HOUNDS, RIPTOOTH

CHAOS PITCHED BATTLE PROFILES

KHORNE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Magore's Fiends	3	3	80		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Riptooth.
Riptooth	1	1	40		Only one of this model can be included in a Pitched Battle army. Cannot be taken unless your army also includes Magore's Fiends.