# BLOODTHIRSTER

**320 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 11 | 3+ | 18 | 6+ | 5 |

**INVULNERABLE SAVE** 4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bloodflail<br>DEVASTATING WOUNDS | 12" | 1 | 2+ | 16 | -3 | D6+1 |
| Hellfire breath<br>IGNORES COVER<br>TORRENT | 12" | D6 | N/A | 5 | -1 | 1 |
| Lash of Khorne | 12" | 9 | 2+ | 8 | -1 | 2 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| ➤ Axe of Khorne - strike | Melee | 8 | 2+ | 14 | -4 | D3+1 |
| ➤ Axe of Khorne - sweep | Melee | 16 | 2+ | 8 | -2 | 1 |
| ➤ Great axe of Khorne - strike | Melee | 7 | 2+ | 16 | -4 | D6+2 |
| ➤ Great axe of Khorne - sweep | Melee | 14 | 2+ | 10 | -2 | 2 |

## ABILITIES

**Daemon Lord of Khorne (Aura)**
While a friendly Blood Legions unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

**Damaged: 1-6 wounds remaining**
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**Relentless Carnage**
At the end of the Fight phase, you can select one enemy unit within Engagement Range of this model and roll eight D6: for each 4+, that enemy unit suffers 1 mortal wound.

## WEAPON ABILITIES

**Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

**Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

**Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

### AUFSTELLUNG

1x Bloodthirster (120x92mm Oval Base)

**Equipped with:** Bloodflail, Hellfire breath, Lash of Khorne, ➤ Axe of Khorne - strike, ➤ Axe of Khorne - sweep, ➤ Great axe of Khorne - strike, ➤ Great axe of Khorne - sweep

**Wargear Options:**
- This model can replace its Great axe of Khorne with Axe and flail or Axe and lash.

**KEYWORDS:** Monster, Character, Fly, Chaos, Daemon, Khorne, Summoned, Bloodthirster
**FACTION KEYWORDS:** Blood Legions

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## CORE RULES

### Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

### Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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