RENDMASTER ON BLOOD THRONE

160 PTS

M	T	Sv	W	LD	OC
8"	9	4+	9	7+	3

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3

ABILITIES

Blood Throne
At the start of the Fight phase, select one enemy unit within 18" of and visible to this model. Until the end of the phase, each time a friendly KHORNE LEGIONES DAEMONICA unit makes an attack that targets that unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1.

Champion Slayer
Each time this model makes a melee attack that targets a CHARACTER or MONSTER unit, you can re-roll the Wound roll. Each time this model destroys an enemy CHARACTER or MONSTER unit, this model regains up to D6 lost wounds.

Murderer's Cowl
This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1x Rendmaster on Blood Throne (120x92mm Oval Base)

Equipped with: Attendant's hellblades, Blade of blood

KEYWORDS: Mounted, Character, Chaos, Daemon, Khorne, Rendmaster on Blood Throne, Khorne non-Battleline, Shadow Legion, Non-Monster Character
FACTION KEYWORDS: Legiones Daemonica

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FACTION RULES

The Shadow of Chaos

If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

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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