BLOODTHIRSTER

M	T	SV	W	LD	OC	
12"	11	3+	18	6+	5	4+

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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bloodflail DEVASTATING WOUNDS	12"	1	2+	16	-3	D6+1
Hellfire breath IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Lash of Khorne	12"	6	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

RULES - Deadly Demise D6, Deep Strike, The Shadow of Chaos, Warp Rifts

Daemon Lord of Khorne (Aura)
While a friendly Khorne Legiones Daemonica 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.

Greater Daemon of Khorne (Aura)
While a friendly Khorne Legiones Daemonica unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

KEYWORDS: Monster, Character, Fly, Chaos, Daemon, Khorne, Bloodthirster, Khorne non-Battleline, Shadow Legion

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

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 RULES

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.