RENDMASTER ON BLOOD THRONE

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

AUFSTELLUNG

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

Equipped with: Attendant's hellblades, Blade of blood

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

RULES - Deep Strike, The Shadow of Chaos, Warp Rifts

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.

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

WEAPON RULES

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.