








Chaos – Blades of Khorne – Daemons [1,025pts]		
Leader		
 Skullmaster, Herald of Khorne		285pts
Fighters		
Bloodcrusher x3		190pts
Flesh Hound		110pts

Chaos – Blades of Khorne – Daemons [1,025pts]		
Selection Rules		
	<p>[Reaction] Khorne's Due : fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack action that misses, allocate 2 damage points to the attacking fighter. For each critical hit from that attack action, allocate 1 additional damage point to this fighter.</p>	
	<p><input checked="" type="checkbox"/> [Double] Blood for the Blood God : A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.</p>	
 	<p><input checked="" type="checkbox"/> [Triple] Locus of Fury : A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.</p>	
 	<p><input checked="" type="checkbox"/> [Triple] Murderous Charge : Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.</p>	