
























CHAOS																	
Chaos Daemons					SKULLMASTER - Skullcrusher Grimgor										120 Pts		
1																	
	10"				2+	6	7				6	5	6	7+	1	4+	5++/4++
Unit Aptitudes																	
Skullmaster's Fury		While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, Juggernaut's bladed horns equipped by models in that unit have the Devastating Wounds special rule.															
Devastating Charge		Each time this model's unit ends a Charge move, each enemy unit within Engagement Range of that unit must take a Moral test.															
Mark of Khorne		Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.															
Unit Special Rules																	
Independent Character / Deep Strike / Daemon / Fear / Furious Charge																	
Weapons													Nb	Pts			
Blade of blood					Melee	User	+1	-2	3	Melee - Specialist - Unwieldy			1	10			
Juggernaut's bladed horn					Melee	User	User	-1	1	Melee - Lance - Extra Attacks			1				
Faction Aptitudes														Unit type			
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation					Daemonic Terror	Daemonic Incursion					Cavalry				