














CHAOS																	
BLOODMASTER - Gorehorn Rendclaw																	
70 Pts																	
Chaos Daemons																	
1																	
	6"				2+	6	4				4	5	6	7+	1	5+	5++/4++
Unit Aptitudes																	
Bloodmaster		While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.															
A Gory Path		Each time this model's unit Consolidates, it can move up to 6" instead of up to 3".															
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
Faction Aptitudes																	
Unit type																	
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation					Daemonic Terror			Daemonic Incursion				Infantry			