
























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				