
























CHAOS																		
BLOODMASTER - Wrathblade Tharnak																		
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			