























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 Battle-shock 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			