

















CHAOS			BLOODTHIRSTER OF INSENSATE RAGE - Doombringer Gor'gul												266 Pts			
Chaos Daemons																		
1																		
Full HP	12"			3+	2+	10	9					10	7	8	6+	3	2+	4++/3++
Mid HP	11"			4+	3+	9	8					7	6	8	7+	2	2+	4++/3++
Low HP	10"			5+	4+	8	7					3	5	8	8+	1	2+	4++/3++
Unit Aptitudes																		
Malefic Destruction			Once per battle, at the start of the Fight phase, this model can use this special rule. If it does, until the end of the phase, add 3 to the Attacks characteristic of this model's hellforged weapons.															
Dæmon Lord of Khorne (Aura)			While a friendly unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to the Hit roll.															
Relentless Carnage			At the end of the Fight phase, you can select one enemy unit within Engagement Range of this model and roll eight D6: for each 4+, that enemy unit suffers 1 mortal wound.															
Harbinger of Death			Each time this model is selected to fight, select one of the following Special rule, Lethal Hits, Precision, Sustained Hits 1. Until the end of the phase, this model's hellforged weapons have that special rule.															
Decapitating Blow			Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.															
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 / Lone Operative / Deep Strike / Colossal / Daemon / Fear / Furious Charge																		
Psychic Domains																		

[illegible]