

CHAOS
Chaos Daemons

SKULLTAKER - Skultaker, the Champion of Khorne

110 Pts

1



































6"

2+

6

4

5

6

9

7+

1

4+

5++/4++

Unit Aptitudes

Lord of Decapitations	While this model is leading a unit, melee weapons equipped by models in that unit have the Devastating Wounds Special rule.
Skulls for Khorne	Each time this model makes an attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model destroys an enemy Character unit, you gain 1CP.
Skulls for the Skull Throne!	Skultaker must always issue a challenge if able, or accept a challenge if one is offered.
Decapitating Blow	Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.
Lesser Locus of Abjuration	This model, and all models in its unit, have the Adamantium Will 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 / Daemon / Fear / Furious Charge / Eternal Warrior

Psychic Domains

[illegible]