


















CHAOS				RENDMASTER - Skullcleaver Kharax												142 Pts	
Chaos Daemons																	
1																	
Full HP	8"	12"			2+	6		12	12	10	9	6	6	7+	3	4+	4++/3++
Mid HP	5"	7"			3+	6		11	11	9	6	5	6	8+	2	4+	4++/3++
Low HP	3"	4"			4+	6		10	10	8	3	4	6	9+	1	4+	4++/3++
Unit Aptitudes																	
Blood Throne			At the start of the Fight phase, select one enemy unit within 18" of and visible to this model. Until the end of the phase, each time a friendly unit makes an attack that targets that unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1.														
Champion Slayer			Each time this model makes a melee attack that targets a Character or Monstruous Creature unit, you can re-roll the Wound roll. Each time this model destroys an enemy Character or Monstruous Creature unit, this model regains up to D6 lost wounds.														
Explosive Deadly Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers 1 mortal wound.														
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 / Chariot																	
Psychic Domains																	

[illegible]