CHAOS
Chaos Daemons

BLOODTHIRSTER OF INSENSATE RAGE - Doombringer
Gor'gul

266 Pts

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

Weapons

Weapons	☀	☬	💀	🛡	💔	⚙	Nb	Pts
Great axe of Khorne - Strike	Melee	User	x2	-4	D6+2	Melee - Unwieldy - Colossal - Specialist - Decapiting Blow	1	22
Great axe of Khorne - Sweep	Melee	x2	User	-2	2	Melee - Unwieldy	1	4
Hellfire Breath	Template	1	5	-1	1	Psychic - Ignores Cover	1	

Faction Aptitudes

Daemonic Instability | Shadow of Chaos | Daemonic Manifestation | Daemonic Terror | Daemonic Incursion

Unit type

Monster / Jump