



SHAR'TOR THE EXECUTIONER



A malevolent warrior-priest of Hashut, Shar'tor is marked as the dark god's favoured Ba'hal headsman. Adorned with the sacred mask of his patron, Shar'tor's voice can stop the heart of the weak-willed or instil unbreakable loyalty in Hashut's servants.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darktide Axe	2"	5	3+	3+	-2	3
Crushing Hooves	1"	4	4+	3+	-	1

DESCRIPTION

Shar'tor is a named character that is a single model. He is armed with the Darktide Axe and Crushing Hooves.

ABILITIES

Darktide Reaping: *Countless murderous spirits are bound within the Darktide Axe, their number increasing with each foe it slays.*

If the unmodified hit roll for an attack made with the Darktide Axe is a 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

The Mask of the Executioner: *The malign spirits contained in the dark metal of Shar'tor's mask can be unleashed upon his foes.*

At the start of your hero phase, you can pick 1 enemy unit within 8" of this model and roll a dice. On a 1 or 2 nothing happens. On a 3-5 that enemy unit suffers D3 mortal wounds. On a 6, that enemy unit suffers D6 mortal wounds.

Trample and Gore: *A charging Bull Centaur is an avalanche of muscle and rage that tramples all beneath its iron-shod hooves.*

Add 1 to charge rolls for this unit. In addition, this unit's Crushing Hooves have a Damage characteristic of D3 instead of 1 if this unit made a charge move in the same turn.

COMMAND ABILITY

Lord of the Ba'hal: *The Ba'hal warriors of the Legion of Azgorh eagerly await Shar'tor's order to attack the foe.*

You can use this command ability at the start of your charge phase if this model is on the battlefield. If you do so, you can re-roll charge rolls for friendly **BA'HAL** units while they are wholly within 24" of this model in that charge phase. In addition, you can re-roll hit rolls of 1 for attacks made with Crushing Hooves by friendly **BA'HAL** units while they are wholly within 24" of this model in the subsequent combat phase.

KEYWORDS

CHAOS, DAWI ZHARR, BA'HAL, LEGION OF AZGORH, HERO, SHAR'TOR THE EXECUTIONER