



# MAZARALL THE BUTCHER



Mazarall the Butcher is a renderer of mortal flesh and a devourer of daemons both. His sheer barbarity and unbridled rage have led many to believe him more mindless beast than canny warlord, but such a belief is a mistake for which many have lost their lives.

| MISSILE WEAPONS        | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------------|-------|---------|--------|----------|------|--------|
| Ancyte Shield's Wrath  | 12"   | D6      | 5+     | 3+       | -1   | 1      |
| MELEE WEAPONS          | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Harrow Meat            | 2"    | 4       | 3+     | 3+       | ☀    | 3      |
| Ancyte Shield's Blades | 1"    | ☀       | 4+     | 3+       | -1   | 1      |

| DAMAGE TABLE    |      |             |                        |
|-----------------|------|-------------|------------------------|
| Wounds Suffered | Move | Harrow Meat | Ancyte's Shield Blades |
| 0-2             | 12"  | -2          | 5                      |
| 3-4             | 10"  | -2          | 4                      |
| 5-7             | 8"   | -1          | 3                      |
| 8-9             | 6"   | -1          | 2                      |
| 10+             | 4"   | -           | 1                      |

## DESCRIPTION

Mazarall the Butcher is a named character that is a single model. He is armed with the Ancyte Shield's Wrath, the Ancyte Shield's Blades and Harrow Meat.

## ABILITIES

**Bloody Charge:** *A towering creature of muscle and rage, Mazarall barrels into his foes, throwing aside bodies with contemptuous ease.*

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 4+ that unit suffers D3 mortal wounds.

**Harrow Meat's Hunger:** *Harrow Meat, Mazarall's infamous axe, possesses its own crude sentience, fuelling Mazarall's fury with each drop of blood fed to it.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, add 1 to the Attacks characteristic of Harrow Meat for the rest of the battle.

**The Ancyte Shield:** *Covered in the stretched skin of unfortunate spellcasters, the Ancyte Shield serves as protection against hateful magic.*

This model can attempt to unbind 1 spell in the enemy hero phase in the same manner as a **WIZARD**.

## COMMAND ABILITY

**The Butcher's Due:** *To follow Mazarall is to tread the path of ascension on a road paved with the butchered carcasses of the dead.*

You can use this command ability at the start of your hero phase if this model is on the battlefield. If you do so, pick 1 friendly **KHORNE** unit wholly within 18" of this model. You can re-roll wound rolls of 1 for attacks made by that unit until your next hero phase.

## KEYWORDS

CHAOS, DAEMON, KHORNE, MONSTER, HERO, MAZARALL THE BUTCHER