

SKAARAC THE BLOODBORN

A creature of endless hate and unstoppable savagery, Skaarac the Bloodborn is a beast of venerated legend among the devoted of Khorne. He is said by some to be a fallen Daemon, others claim he is no more than a mindless beast of prodigious power while some claim he is a rogue experiment of the terrible arts of the Zharr, and others yet name him as the oldest and most powerful of the Khorgoraths; a murderous plaything mutilated into being by Khorne's own hand. Regardless, Skaarac has rampaged across the battlefields of the mortal realms for uncounted ages, and countless lives have been ended by his savagery, and yet it is not enough. For not even death has ended his slaughter, for he has been slain before by mighty warlords and the champions of the gods, but it is said that as the realms turn, that from some gore-soaked charnel pit, drawn from Khorne's side by the drums of war, he always rises once again, unstoppable.



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Blood	8"	1	3+	*	-	D6

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Brutal Blades	2"	*	3+	3+	-2	2
Thunderous Hooves	1"	6	4+	3+	-1	1

DAMAGE TABLE

Wounds Suffered	Move	Burning Blood	Brutal Blades
0-3	12"	3+	2D6
4-7	10"	4+	2D6
8-10	8"	4+	D6
11-14	6"	5+	D6
15+	6"	5+	D3

DESCRIPTION

Skaarac the Bloodborn is a single model. In combat he slashes apart his enemies with the brutal blades embedded into his arms and tramples their broken bodies beneath his hooves. Those who would flee beyond his reach, he can destroy by vomiting forth a torrent of unhallowed blood as hot as molten iron.

ABILITIES

Towering Horror: If this unit inflicts damage on one or more enemy units in the combat phase, then you must subtract 2 from the Bravery of all enemy units within 12" of this unit in the battleshock phase of the same turn.

Life Eater: If the attacks made by this unit in the combat phase result in one or more enemy models being slain, then the unit heals D3 wounds at the end of the combat phase.

Infernal Iron: Both sides must re-roll successful casting rolls for wizards within 12" of this model, before any unbinding rolls are made.

Undying Hate: Should Skaarac's mortal form be slain, it perishes in a welter of scalding blood and blazing soul-fire. If this model is slain, before removing it, every model within D6" suffers 1 mortal wound.

COMMAND ABILITY

Call of the Skull Throne: If Skaarac the Bloodborn uses this ability, it affects all units of Khorne Monsters within 12". Until your next hero phase, these units can run and charge in the same turn.

KEYWORDS

CHAOS, KHORNE, MONSTER, HERO, SKAARAC THE BLOODBORN