

BLOODTHIRSTER BLOODBATH

POINTS: 150 + MODELS

Sometimes Khorne becomes so enraged that his bellows cause the ground to tremble, shaking the foundations of his Brass Citadel and sending shockwaves across his realm. In such times, the Bloodthirsters gather at the foot of his fortress and add their own roars to the unearthly din. Such is the tumult caused by this angry cacophony that the Warp itself splinters under the deafening noise, creating a rift through which the Bloodthirsters can attack. The Greater Daemons fight for the right to leap through the rift, which closes once eight of their number have passed through it.

It was just such an attack that spelt the doom of Jandris Ultimax, a world beset by Daemons in 328.M38. As legions of inhuman warriors assaulted the fortress at Monstadt, a gaping wound tore through reality in the heart of the defending army. First through the breach was the immense Bloodthirster Ann'ggrath the Unbound, who smashed the gates asunder and led seven of his wild brethren into the capital. Such was the slaughter that halls and corridors were filled with gore and rivers of blood poured like an unholy libation onto the ravening Daemons outside.



K'rakagarak



Doomblade Gutshredder



Aorg'gorar of the Brazen Axe



Spinerender



Kornan the Barbarous



Kh'hak'arak'h'khar



Madd'dog Bonesplinter



Morgrak'kar Deathdealer

FORMATION:

8 Bloodthirsters

Any Bloodthirster may be exchanged for a named Bloodthirster (such as Skarbrand or Ann'ggrath the Unbound) for the appropriate points cost.

**"Let the butchery commence!
Decapitate and annihilate!
Let the red river flow!"**

– Arboroath the Ever-Bloodied

SPECIAL RULES

Daemonic Strike Force: When the Bloodbath becomes available, first deep strike one Bloodthirster as normal, then simply deploy all other Bloodthirsters in the Bloodbath within 6" of the first one (do not roll for scatter).

Absolute Terror: Once all of the Bloodthirsters have been placed, any enemy units within 18" of one or more of the Bloodthirsters must immediately take a morale check. If failed, the unit must immediately fall back.