



Dromm, Wounder of Worlds, Slaughterpriest to Great Khorne, seeks to commit the ultimate act of violence in the name of his murderous god. With his cursed axe he would carve open the realms themselves, causing the lands to shudder and writhe in agony.

## WARSCROLL DROMM WOUNDER OF WORLDS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodyblessed Axe and Staff	2"	3	3+	3+	-1	2

*Dromm, Wounder of Worlds, is armed with a Bloodyblessed Axe and Staff.*

**Scorn of Sorcery:** Slaughterpriests share their god's hatred of sorcery and those who use it.

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

**Wound the Realm:** His eyes crazed and bloodshot, Dromm snarls a blasphemous prayer before striking the ground with his axe, dealing a blow that sunders the very realm itself.

Wound the Realm is a prayer that has an answer value of 4 and a range of 16". If answered, pick 1 point on the battlefield within range and visible to the chanter and draw a straight line between that point and the closest part on the chanter's base. Roll a dice for each enemy unit passed across by that line. On a 2+, that unit suffers D3 mortal wounds.

### KEYWORDS

CHAOS, BLADES OF KHORNE, MORTAL, KHORNE, BLOODBLOOD, GORETIDE, HERO, PRIEST, SLAUGHTERPRIEST, DROMM



Together known as the Gorechosen of Dromm, the Skullgrinder Herax and the muscle-bound Gorehulk accompany the self-proclaimed Wounder of Worlds on his deranged quest to mutilate the realms, slaughtering anything that gets in their way.

## WARSCROLL GORECHOSEN OF DROMM

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Forgewrath Hammer	1"	4	3+	3+	-2	2
Crushing Grip	1"	6	4+	3+	-	1

*The models in the Gorechosen of Dromm are Skullgrinder Herax and the Gorehulk. Skullgrinder Herax is armed with a Forgewrath Hammer. The Gorehulk is armed with a Crushing Grip.*

**Gorechosen of Dromm:** Should a foe wish to challenge Dromm, they must first overcome his formidable blood-sworn entourage.

While this unit is wholly within 3" of a friendly **DROMM**, he has a ward of 4+.

**Throttle:** Should the Gorehulk manage to get both his massive hands around a victim's throat, their doom is practically assured.

At the end of the combat phase, if this unit includes the Gorehulk, you can pick 1 enemy model within 3" of this unit and roll a dice. If the roll is more than double that model's Wounds characteristic, it is slain.

**White-hot Anger:** The artefact Herax wears on his back causes the air around him to literally burn with rage.

At the end of the combat phase, roll a dice for each enemy model within 3" of this unit's Skullgrinder Herax. For each 5+, that enemy model's unit suffers 1 mortal wound.

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### BLADES OF KHORNE

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Dromm, Wounder of Worlds	1	180	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Gorechosen of Dromm	2			