

BLOODCRUSHERS

95–190 PTS

BLOODCRUSHER

M	T	Sv	W	LD	OC
10"	7	3+	4	7+	2

INVULNERABLE
SAVE

5+

BLOODHUNTER

M	T	Sv	W	LD	OC
10"	7	3+	4	7+	2

INVULNERABLE
SAVE

5+

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1
Hellblade	Melee	2	3+	5	-2	2

ABILITIES

- Brass Stampede**
Each time this unit ends a Charge move, select one enemy unit within Engagement Range of this unit and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers D3 mortal wounds.
- Daemonic Icon**
Models in the bearer's unit have a Leadership characteristic of 6+.
- Instrument of Chaos**
Add 1 to Charge rolls made for the bearer's unit.

WEAPON ABILITIES

- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.
- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



AUFSTELLUNG

2-5x Bloodcrusher - Equipped with: Hellblade, Bladed horn (90x52.5mm Oval Base)
1x Bloodhunter - Equipped with: Hellblade, Bladed horn (90x52.5mm Oval Base)



KEYWORDS: Mounted, Chaos, Daemon, Khorne, Summoned, Bloodcrushers
FACTION KEYWORDS: Blood Legions