

BLOODCRUSHERS

Deep Strike

BLOODCRUSHER

M	T	SV	W	LD	OC	RW
10"	7	3+	4	7+	2	5+

BLOODHUNTER

M	T	SV	W	LD	OC	RW
10"	7	3+	4	7+	2	5+

95-190 PTS

Base 90x52.5mm Oval Base



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

—

4

ANGRIFF

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.

Instrument of Chaos

Add 1 to Charge rolls made for the bearer's unit.

5

NAHKAMPF

Bladed horn

EXTRA ATTACKS

LANCE

R	A	WS	S	AP	D
Melee	4	4+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Hellblade

R	A	WS	S	AP	D
Melee	2	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

VERTEIDIGUNG

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IMMER / EINMALIG

Daemonic Icon

Models in the bearer's unit have a Leadership characteristic of 6+.

GEGEN DIESE EINHEIT

Bloodcrusher

W7 · RW 3+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8-13	S7	S4-6	S1-3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	5++	5++

REGELN & KEYWORDS KURZ

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" horizo...

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.

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.

AUFSTELLUNG

2-5x Bloodcrusher - Equipped with: Hellblade, Bladed horn

1x Bloodhunter - Equipped with: Hellblade, Bladed horn