BLOODCRUSHERS

95–190 PTS

BLOODCRUSHER

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

BLOODHUNTER

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

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.

KEYWORDS: Mounted, Chaos, Daemon, Khorne, Summoned, Bloodcrushers

FACTION: Blood Legions

AUFSTELLUNG

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

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.

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.

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