BLOODCRUSHERS

95–210 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
Hellblade	Melee	2	3+	5	-2	2
Juggernaut's bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1

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.

Murderer's Cowl
This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

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.

AUFSTELLUNG

2-5x Bloodcrusher - Equipped with: Hellblade, Juggernaut's bladed horn (90x52.5mm Oval Base)

1x Bloodhunter - Equipped with: Hellblade, Juggernaut's bladed horn (90x52.5mm Oval Base)

KEYWORDS: Mounted, Chaos, Daemon, Khorne, Bloodcrushers, Khorne non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

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FACTION RULES

The Shadow of Chaos

If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

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.

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