

BLOODCRUSHERS

BLOODCRUSHER

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

BLOODHUNTER

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

AUFSTELLUNG

2-5x Bloodcrusher - Equipped with: Hellblade, Juggernaut's bladed horn

1x Bloodhunter - Equipped with: Hellblade, Juggernaut's bladed horn

⌘ 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

RULES - Deep Strike, The Shadow of Chaos, Warp Rifts

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 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.

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.

