

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

AUFSTELLUNG

2-5x Bloodcrusher - Equipped with: Hellblade, Bladed horn
1x Bloodhunter - Equipped with: Hellblade, Bladed horn

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.

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.

