

# BLOODLETTERS

90 PTS



BLOODLETTER

| M  | T | SV | W | LD | OC |    |
|----|---|----|---|----|----|----|
| 8" | 4 | 7+ | 1 | 7+ | 1  | 5+ |

BLOODREAPER

| M  | T | SV | W | LD | OC |    |
|----|---|----|---|----|----|----|
| 8" | 4 | 7+ | 1 | 7+ | 1  | 5+ |

⌘ MELEE WEAPONS

| WEAPON    | RANGE | A | WS | S | AP | D |
|-----------|-------|---|----|---|----|---|
| Hellblade | Melee | 2 | 3+ | 5 | -2 | 2 |

AUFSTELLUNG

9x Bloodletter - Equipped with: Hellblade  
1x Bloodreaper - Equipped with: Hellblade

ABILITIES

Bane of Cowards

Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is also Battle-shocked, subtract 1 from each of those Desperate Escape tests.

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.

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.

