

# BLOOD WARRIORS

Smashing their way through the maelstrom of battle, Blood Warriors roar incoherent curses as they hack and bludgeon their foes to ruin. Such is their dedication to Khorne that they continue to fight even after suffering wounds that would fell lesser men.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goreaxe(s)	1"	2	3+	4+	-	1
Goreglaive	1"	2	3+	3+	-1	2

## DESCRIPTION

A unit of Blood Warriors has any number of models. The unit is armed with one of the following weapon options: a pair of Goreaxes; or Goreaxe and Gorefist. 1 in every 10 models can replace the unit's weapon option with a Goreglaive.

**CHAOS CHAMPION:** 1 model in this unit can be a Chaos Champion. Add 1 to the Attacks characteristic of that model's Goreaxe(s).

**ICON BEARER:** 1 in every 10 models in this unit can be an Icon Bearer. Add 1 to the Bravery characteristic of this unit while it includes any Icon Bearers.

## ABILITIES

**No Respite:** *Dying as they lived, Blood Warriors devote even their final moments to killing.*

If a model from this unit is slain in the combat phase, before that model is removed from play, that model can make a pile-in move and then attack with all of the melee weapons it is armed with.

**Goreaxes:** *There is little escape from the vicious edges of two goreaxes.*

You can re-roll hit rolls of 1 for attacks made with a pair of Goreaxes.

**Gorefists:** *A counter-punch from a brutally spiked gorefist has spelled doom for countless overconfident foes.*

If an unmodified save roll for an attack made with a melee weapon that targets a unit that includes any models armed with a Goreaxe and Gorefist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

## KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, BLOOD WARRIORS