

# BLOODCRUSHERS

The ground shakes beneath the onrushing fury of the Bloodcrushers, and with the force of a falling mountain they crash into the enemy. Those not crushed beneath the Juggernauts' hooves are slain by the swinging hellblades of the beasts' riders.



## MELEE WEAPONS

Hellblade  
Brazen Hooves

Range

1"  
1"

Attacks

1  
3

To Hit

4+  
3+

To Wound

3+  
3+

Rend

-1  
-

Damage

1  
1

## DESCRIPTION

A unit of Bloodcrushers has any number of models, each armed with a Hellblade.

**MOUNTS:** This unit's Juggernauts attack with their Brazen Hooves.

**BLOODHUNTER:** 1 model in this unit is a Bloodhunter. Add 1 to the Attacks characteristic of that model's Hellblade.

**ICON BEARERS:** 1 in every 3 models in this unit can be an Icon Bearer. If an unmodified battleshock roll of 1 is made for this unit while it includes any Icon Bearers, you can add 1 model to this unit, and no models from this unit will flee in that phase.

**HORNBLOWER:** 1 in every 3 models in this unit can be a Hornblower. While this unit includes any Hornblowers, if the unmodified roll for a battleshock test for an enemy unit that is within 8" of this unit is 1, that battleshock test must be re-rolled.

## ABILITIES

**Decapitating Blow:** *There are few weapons so feared as the hellforged blades of the Bloodletters.*

If the unmodified hit roll for an attack made with a Hellblade is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

## KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, BLOODCRUSHERS

**Murderous Charge:** *The crushing mass and stamping hooves of Khorne's Juggernauts are a threat to all in their path.*

After a model in this unit makes a charge move, you can pick 1 enemy unit within 1" of that model and roll a dice. On a 2+ that enemy unit suffers 1 mortal wound. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model completes its charge move, but do not allocate the mortal wounds until after all of the models in the unit have moved. If this unit has 6 or more models when it makes a charge move, change the mortal wounds inflicted by this ability from 1 to D3.