Descending upon their foes in a howling tide, the barbarous hordes of the Bloodreavers sweep away the enemy. Each of their number is a frothing killer, their body thick with slabs of muscle and their heavy weapons able to dismember foes with every swing.

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reaver Blades</td>
<td>1&quot;</td>
<td>1</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Meatripper Axe</td>
<td>1&quot;</td>
<td>1</td>
<td>4+</td>
<td>4+</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**DESCRIPTION**

A unit of Bloodreavers has any number of models. The unit is armed with one of the following weapon options: Reaver Blades; or Meatripper Axe.

**CHIEFTAIN:** 1 model in this unit can be a Chieftain. Add 1 to the Attacks characteristic of that model’s melee weapons.

**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.

**HORNBLOWER:** 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for this unit while it includes any Hornblowers.

**ABILITIES**

**Frenzied Devotion:** The sight of the Blood God’s sacred icons stirs Bloodreavers into a murderous rage.

Add 1 to the Attacks characteristic of this unit’s melee weapons while this unit is wholly within 16" of any friendly **KHORNE TOTEMS**.

**Reaver Blades:** In the hands of blood-hungry killers, even the crudest cutting weapons are brutally efficient.

You can re-roll hit rolls of 1 for attacks made with Reaver Blades.

**KEYWORDS**

CHAOS, MORTAL, KHORNE, BLOODBOUND, BLOODREAVERS