

BLOODREAVERS

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

	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaver Blades	1"	1	4+	4+	-	1
Meatripper Axe	1"	1	4+	4+	-1	1

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