It is the sworn task of the Skullreapers to claim worthy skulls for Khorne, and it is a duty they go about with savage determination. Whether wielding gore-slick blades or the huge axes known as spinecleavers, these warriors decimate the enemy ranks.

**DESCRIPTION**
A unit of Skullreapers has any number of models, armed with a combination of Gore-slick Blades, Daemonblades, Spinecleavers and Soultearers.

**SKULLSEEKER**: 1 model in this unit is a Skullseeker. That model is armed with a Vicious Mutation in addition to its other weapons.

**ICON BEARER**: 1 in every 5 models in this unit can be an Icon Bearer. Add 1 to charge rolls for this unit while it includes any Icon Bearers.

**ABILITIES**
\**Daemonforged Weapons**: Gnashing teeth and leering eyes writhe across the Skullreapers' weapons, revealing the malevolent entities trapped within.

If the unmodified hit roll for an attack made with this unit's Gore-slick Blades, Daemonblades, Spinecleavers and Soultearers is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

**Trial of Skulls**: Risking utter damnation for a taste of true power, Skullreapers fight with manic determination.

You can re-roll hit rolls for attacks made by this unit if the target unit has 5 or more models.

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**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapons</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>Gore-slick Blades, Daemonblades, Spinecleavers and Soultearers</td>
<td>1&quot;</td>
<td>4</td>
<td>3+</td>
<td>3+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Vicious Mutation</td>
<td>1&quot;</td>
<td>1</td>
<td>3+</td>
<td>4+</td>
<td>-1</td>
<td>D3</td>
</tr>
</tbody>
</table>

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**KEYWORDS**
CHAOS, MORTAL, KHORNE, BLOODBOUND, SKULLREAPERS
Murderous to the Last: Skullreapers do not fear death, but they are determined not to breathe their last while there are worthy skulls to be harvested.

Do not take battleshock tests for this unit. In addition, roll a dice each time a model from this unit is slain by an attack made with a melee weapon, before that model is removed from play. On a 5+ pick 1 enemy unit within 1" of the slain model. That unit suffers D3 mortal wounds after all of its attacks have been resolved.