

SKULLREAPERS



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.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Blades, Daemonblades, Spinecleavers and Soultearers	1"	4	3+	3+	-	1
Vicious Mutation	1"	1	3+	4+	-1	D3

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.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOND, 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.

