BLOOD WARRIORS

Smashing their way through the maelstrom of battle, Blood Warriors roar incoherent curses as they hack and bludgeon their foes to ruin, the air around them shimmering with the rising heat of their fury. Such is their dedication to Khorne that they continue to chop and hew even after suffering wounds that would fell lesser men.

**DESCRIPTION**

A unit of Blood Warriors has 5 or more models. Some units of Blood Warriors take to the battlefield with a Goreaxe in each hand, while others prefer to use a single Goreaxe so that they can also carry a Gorefist. 1 in every 10 models may instead be armed with a Goreglaive.

**ICON BEARER**

Models in this unit may be Icon Bearers. If the unit includes any Icon Bearers, add 1 to the Bravery of all its models.

**ABILITIES**

**Frenzied Devotion:** If this unit is within 12" of a Chaos Totem from your army when it is selected to attack, then all models in this unit make 2 attacks rather than 1, and the Chieftain makes 3 attacks rather than 2.

**Reaver Blades:** You can re-roll hit rolls of 1 for models armed with Reaver Blades.

**KEYWORDS**

- CHAOS, MORTAL, KHORNE, BLOODBOUND, BLOOD WARRIORS

---

BLOODREAVERS

Descending upon their foes in a howling, chanting tide, the barbarous tribes of the Bloodreavers sweep away the enemy with sheer weight of numbers. Each Bloodreaver is a frothing killer, his body thick with slabs of muscle and his fists wrapped around the hafts of heavy weapons that can lop heads and dismember foes with every swing.

**DESCRIPTION**

A unit of Bloodreavers has 10 or more models. Some units of Bloodreavers fight with Reaver Blades, while others prefer to use Meatripper Axes.

**ICON BEARER**

Models in this unit may be Icon Bearers. If the unit includes one or more Icon Bearers, add 1 to the Bravery of all its models.

**ABILITIES**

**No Respite:** If a model from this unit is slain in the combat phase, you can make a pile in move and then attack with the model before you remove it.

**Goreaxes:** You can re-roll hit rolls of 1 for models armed with more than one Goreaxe.

**Gorefists:** Each time you make a successful save roll for a unit that contains any models carrying Gorefists, and the attacking unit is within 1" of this unit, roll a dice. For each roll of a 6, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

**KEYWORDS**

- CHAOS, MORTAL, KHORNE, BLOODBOUND, BLOODREAVERS

---

<table>
<thead>
<tr>
<th>MELEE 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>Goreaxe</td>
<td>1&quot;</td>
<td>2</td>
<td>3+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Goreglaive</td>
<td>1&quot;</td>
<td>2</td>
<td>3+</td>
<td>3+</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MELEE 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>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>