

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.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Goreaxe	1"	2	3+	4+	-	1
Goreglave	1"	2	3+	3+	-1	2

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 Goreglave.

CHAOS CHAMPION

The leader of this unit is a Chaos Champion. A Chaos Champion makes 3 attacks rather than 2.

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

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, BLOODBOND, BLOOD WARRIORS