

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 in each hand, or the huge headsman's axes known as spinecleavers, these hulking warriors storm through the enemy ranks leaving behind a trail of headless corpses.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Blades	1"	3	3+	3+	-	1
Daemonblades	1"	3	4+	3+	-	1
Spinecleaver	1"	2	3+	3+	-1	2
Soultearer	1"	2	4+	3+	-1	2
Vicious Mutation	1"	1	3+	4+	-1	D3

DESCRIPTION

A unit of Skullreapers has 5 or more models. Some units of Skullreapers are armed with Gore-slick Blades, while others show Khorne's favour by wielding Daemonblades. 1 in every 5 models may instead be armed with a Spinecleaver or a Soultearer.

SKULLSEEKER

The leader of this unit is a Skullseeker. A Skullseeker attacks with a Vicious Mutation in addition to his other weapons.

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

Trial of Skulls: Keep a running total of the number of enemy models slain by this unit's attacks. If the running total is greater than the number of models in this unit, you can re-roll failed hit rolls for this unit. If the running total is at least double the number of models, you can also re-roll failed wound rolls.

Daemonforged Weapons: When a model attacks with a Daemonblade or Soultearer, and the hit roll is 6 or higher, the daemon bound inside the blade awakens; the target suffers a mortal wound in addition to any other damage. If the wound roll is a 1, the attacking unit suffers a mortal wound instead!

Frenzied Attacks: Skullreapers attack in a blood-crazed frenzy, their blades whirling in deadly arcs that are all but impossible to parry. You can re-roll hit rolls of 1 for models armed with Gore-slick Blades or Daemonblades.

Murderous to the Last: Skullreapers do not fear death, but they are determined to not breathe their last as long as there are worthy skulls to be harvested. Roll a dice immediately after any model from this unit is slain in the combat phase. If the result is 4 or 5, the attacking unit suffers a mortal wound; if it is 6, the attacking unit suffers D3 mortal wounds instead.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, SKULLREAPERS