








Chaos - Blades of Khorne - Bloodbound [180pts]	
   Mighty Lord of Khorne	Leader
	215pts
Fighters	
Blood Warrior with Goreaxe and Gorefist	110pts
Bloodreaver with Meatripper Axe	65pts
Bloodreaver with Reaver Blades x2	65pts
Khorgorath	260pts

Chaos - Blades of Khorne - Bloodbound [180pts]	
Selection Rules	
	[Reaction] Khorne's Due : fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack action that misses, allocate 2 damage points to the attacking fighter. For each critical hit from that attack action, allocate 1 additional damage point to this fighter.
	<input checked="" type="checkbox"/> [Double] Blood for the Blood God : A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
 	<input checked="" type="checkbox"/> [Triple] Lord of Skulls : A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.