
























CHAOS																		
Chaos Daemons										BLOODLETTERS - Bloodreapers							300 Pts	
10																		
	6"				3+	5	4				1	2	4	7+	2	5+	5++/4++	
Unit Aptitudes																		
Blood Begets Blood				Each time a model in this unit makes a melee attack, re-roll a Wound roll of 1. If that attack targets a unit that is Below Half-strength, you can re-roll the Wound roll instead.														
Dæmonic Icon				Models in the bearer's unit have a Leadership characteristic of 6+.														
Instrument of Chaos				Add 1 to Charge rolls made for the bearer's unit.														
Mark of Khorne				Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.														
Unit Special Rules																		
Deep Strike / Daemon / Fear / Furious Charge																		
Weapons																Nb	Pts	
Hell Blade					Melee	User	+1	-2	2	Melee						10	100	
Faction Aptitudes																Unit type		
Daemonic Instability		Shadow of Chaos		Daemonic Manifestation			Daemonic Terror		Daemonic Incursion			Infantry						