
























CHAOS																	
BLOODCRUSHERS - Doomheralds																	
250 Pts																	
Chaos Daemons																	
5																	
10"					3+	5	7				4	2	3	7+	2	4+	5++/4++
Unit Aptitudes																	
Brass Stampede		Each time this unit ends a Charge move, select one enemy unit within Engagement Range of this unit and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers D3 mortal wounds.															
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							5	50
Juggernaut's bladed horn				Melee	User	User	-1	1	Melee - Lance - Extra Attacks							5	
Faction Aptitudes																	
Unit type																	
Daemonic Instability	Shadow of Chaos	Daemonic Manifestation			Daemonic Terror		Daemonic Incursion							Cavalry			