CODEX

CHAOS - WORLD EATERS

newvision

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FRAKTIONSREGELN

BLESSINGS OF KHORNE

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

Example: Ash makes their Blessings of Khorne roll and gets the following dice: 1, 2, 2, 2, 3, 4, 6, 6. First they use the two 6s to activate Warp Blades (which requires a double 5+), leaving the following dice: 1, 2, 2, 2, 3, 4.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

FRAKTIONSKRAM

WRATH OF KHORNE

RULE

When a friendly WORLD EATERS CHARACTER unit (excluding EPIC HERO units) is selected to fight, that unit's CHARACTER models' melee attacks can have:

- [CLEAVE 1].
- Or: +1 AP.

CHAOS - WORLD EATERS

DETACHMENT OVERVIEW

8 Detachments

Berzerker Warband
6 Stratagems · 4 Enhancements

Brazen Engines
3 Stratagems · 2 Enhancements

Butchers of Khorne
3 Stratagems · 2 Enhancements

Cult of Blood
6 Stratagems · 4 Enhancements

Goretrack Onslaught
6 Stratagems · 4 Enhancements

Khorne Daemonkin
6 Stratagems · 4 Enhancements

Possessed Slaughterband
6 Stratagems · 4 Enhancements

Vessels of Wrath
3 Stratagems · 2 Enhancements

CHAOS - WORLD EATERS

BERZERKER WARBAND

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Berzerker Glaive — 35 pts

Add 1 to the Attacks and Damage characteristics of melee weapons (excluding Extra Attacks weapons) equipped by the bearer.

Battle-lust — 20 pts

You can re-roll Charge rolls made for the bearer's unit. In addition, while the Unbridled Bloodlust Blessing of Khorne is active for your army, add 1 to Charge rolls made for the bearer's unit.

Helm of Brazen Ire — 30 pts

Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.

Favoured of Khorne — 20 pts

Each time you make a Blessings of Khorne roll, if the bearer is on the battlefield, you can re-roll up to 2 of the D6 rolled.

DETACHMENT RULE

Friendly WORLD EATERS units' melee attacks have +1 A.

STRATAGEMS (6/6)

1 CP — BERZERKER WARBAND – STRATEGIC PLOY STRATAGEM — MOVEMENT

APOPLECTIC FRENZY

When: Your Movement phase, just after a KHORNE BERZERKERS unit from your army is selected to Advance.
Target: That Khorne Berzerkers unit.
Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP — BERZERKER WARBAND – STRATEGIC PLOY STRATAGEM — SHOOTING

BERZERKER'S WRATH

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One KHORNE BERZERKERS unit from your army that can make a surge move as a result of those attacks.
Effect: Do not roll a D6 to determine how far models in your unit can move when they make a surge move. Instead, when making a surge move, those models can move up to 8".

2 CP BERZERKER WARBAND – BATTLE TACTIC STRATAGEM FIGHT

FRENZIED RESILIENCE

When: Fight phase, just after an enemy unit has selected its targets.

Target: One World Eaters unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP BERZERKER WARBAND – BATTLE TACTIC STRATAGEM FIGHT

HACK AND SLASH

When: Fight phase.

Target: One World Eaters unit from your army that has not been selected to fight this phase and that made a charge move this turn.

Effect: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1.

1 CP BERZERKER WARBAND – STRATEGIC PLOY STRATAGEM FIGHT

SKULLS FOR THE SKULL THRONE!

When: Fight phase, just after a WORLD EATERS unit from your army destroys a CHARACTER or MONSTER model.

Target: That World Eaters unit.

Effect: Make a Blessings of Khorne roll and use the results to activate one Blessing of Khorne. Until the end of the battle round, that Blessing of Khorne is active in addition to any other Blessings of Khorne that are currently active.

1 CP BERZERKER WARBAND – EPIC DEED STRATAGEM ANY

BLOOD OFFERING

When: Any phase.

Target: One World Eaters unit from your army that was just destroyed while it was within range of one or more objective markers you controlled at the end of the previous phase. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Select one of those objective markers. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

CHAOS - WORLD EATERS

BRAZEN ENGINES

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

ENHANCEMENTS (2)

Talons of Butchery — 20 pts

This unit's Maulerfiend Fists have [CLEAVE 2].

Murder-forged Entity — 15 pts

This unit has DAEMON.

DETACHMENT RULE

Friendly DAEMON VEHICLE units have the following ability:

Terror of Khorne: At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

This detachment has the ONSLAUGHT tag and cannot be taken with another ONSLAUGHT detachment.

STRATAGEMS (3/3)

1 CP · BRAZEN ENGINES STRATAGEM · MOVEMENT

TRAIL OF DESTRUCTION

When: Your Movement phase, when a friendly DAEMON VEHICLE unit is selected to move.
Target: That DAEMON VEHICLE unit.
Effect: Your unit has MOBILE.

1 CP · BRAZEN ENGINES STRATAGEM · SHOOTING

APOPLECTIC CLARITY

When: Your Shooting phase or the Fight phase, when a friendly DAEMON VEHICLE unit is selected to attack.
Target: That DAEMON VEHICLE unit.
Effect: Your unit's attacks can ignore modifiers to: BS. WS. Hit rolls and wound rolls.

1 CP BRAZEN ENGINES STRATAGEM SHOOTING

GOADED TO FURY

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged DAEMON VEHICLE unit (excluding TITANIC units) has shot.

Target: That DAEMON VEHICLE unit.

Effect: Your unit can make a surge move of up to D6".

CHAOS - WORLD EATERS

BUTCHERS OF KHORNE

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Sanctified in Slaughter — 15 pts

This unit has +1OC.

Gore-stained Veterans — 20 pts

This unit's melee attacks have +1 WS.

DETACHMENT RULE

At the start of the Fight phase, if a friendly TERMINATOR SQUAD unit is engaged, make a Blessings of Khorne roll and use the results to activate one Blessing of Khorne. Until the end of the phase, that Blessing of Khorne is active for friendly TERMINATOR SQUAD units in addition to any other Blessings of Khorne that are currently active.

STRATAGEMS (3/3)

2 CP BUTCHERS OF KHORNE STRATAGEM SHOOTING

WRATH BEYOND REASON

When: Your opponent's Shooting Phase, when an enemy unit targets a friendly TERMINATOR SQUAD unit.
Target: That TERMINATOR SQUAD unit.
Effect: Ranged attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP BUTCHERS OF KHORNE STRATAGEM FIGHT

A TROPHY FOR THE THRONE

When: Fight phase, when a friendly TERMINATOR SQUAD unit is selected to fight.
Target: That TERMINATOR SQUAD unit.
Effect: Your unit's attacks that target a MONSTER/VEHICLE unit have +1 to wound rolls.

1 CP BUTCHERS OF KHORNE STRATAGEM FIGHT

FOCUSED FEROCITY

When: Fight phase, when a friendly TERMINATOR SQUAD unit is selected to fight.
Target: That TERMINATOR SQUAD unit.
Effect: Your unit's melee attacks have +1 A.

CHAOS - WORLD EATERS

CULT OF BLOOD

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Brazen Form — 25 pts

Add 1 to the bearer's Toughness characteristic and the bearer has the Feel No Pain 5+ ability.

Butcher Lord — 10 pts

The bearer has the Infiltrators ability.

Chosen of the Blood God — 15 pts

Add 3" to the range of the bearer's Aura abilities.

Strategic Slaughter — 20 pts

After both players have deployed their armies, select up to 3 Jakhals and/or Goremongers units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

DETACHMENT RULE

At the start of your Command phase, you can select one of the Idols of Khorne abilities listed below. Until the start of your next Command phase, that ability is active, and its effects apply to all World Eaters Titanic and World Eaters Monster units from your army. You can only select each Idols of Khorne ability once per battle.

Idol of Infinite Rage (Aura)

While a friendly Jakhals or Goremongers unit is within 6" of this model (or within 9" if this model is Titanic), each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

Idol of Burning Wrath (Aura)

While a friendly Jakhals or Goremongers unit is within 6" of this model (or within 9" if this model is Titanic), add 1" to the Movement characteristic of models in that unit and add 1 to Advance and Charge rolls made for that unit.

Idol of Blessed Blood (Aura)

While a friendly Jakhals or Goremongers unit is within 6" of this model (or within 9" if this model is Titanic), models in that unit have a 4+ invulnerable save.

Jakhals or Goremongers units from your army have the Battleline keyword.

STRATAGEMS (6/6)

2 CP CULT OF BLOOD – EPIC DEED STRATAGEM COMMAND

BRAZEN IDOL

When: Your Command phase.
Target: One World Eaters Monster or World Eaters Titanic unit from your army.
Effect: Select the Idol of Infinite Rage, Idol of Burning Wrath or Idol of Blessed Blood. Until the start of your next Command phase, that Idols of Khorne ability is active for your unit instead of any other Idols of Khorne ability that is active for your army, even if you have already selected that ability this battle.
Restriction: You can only use this Stratagem once per battle.

1 CP CULT OF BLOOD – STRATEGIC PLOY STRATAGEM SHOOTING

IN THE SHADOW OF BRASS IDOLS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Jakhals or Goremongers unit from your army that was selected as the target as one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 6+ ability. If your unit is within 6" of one or more friendly World Eaters Monster units, or within 9" of one or more friendly World Eaters Titanic units, your unit has the Feel No Pain 5+ ability instead.

1 CP CULT OF BLOOD – BATTLE TACTIC STRATAGEM FIGHT

BLOODTHIRSTY HORDE

When: Fight phase.

Target: One Jakhals or Goremongers unit from your army that has not been selected to fight this phase and is within Engagement Range of one or more enemy units.

Effect: Until the end of the phase, each time your unit is selected to fight, when determining which models in it are eligible to fight, any models in your unit that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

1 CP CULT OF BLOOD – STRATEGIC PLOY STRATAGEM FIGHT

FAIL NOT THE BLOOD GOD

When: Fight phase.

Target: One Jakhals or Goremongers unit from your army.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If that model's unit is within 6" of one or more friendly World Eaters Monster units, or within 9" of one or more friendly World Eaters Titanic units, you can re-roll the Hit roll instead.

1 CP CULT OF BLOOD – EPIC DEED STRATAGEM ANY

BLOODY VENGEANCE

When: Any phase.

Target: One World Eaters Monster or World Eaters Titanic unit from your army that was just destroyed by an enemy unit. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Until the end of the battle, each time a model in a Jakhals or Goremongers unit from your army makes an attack that targets the enemy unit that just destroyed your unit, you can re-roll the Hit roll.

2 CP CULT OF BLOOD – STRATEGIC PLOY STRATAGEM ANY

DRAWN TO THE SLAUGHTER

When: Any phase.

Target: One Jakhals unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength.

Restriction: This Stratagem cannot be used to return destroyed Character units to Attached units. You can only use this Stratagem once per battle.

CHAOS - WORLD EATERS

GORETRACK ONSLAUGHT

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Aggressive Deployment — 20 pts

In the Declare Battle Formations step, if the bearer starts the battle embarked within a Dedicated Transport, that Dedicated Transport has the Scouts 9" ability.

Unleash Hell — 10 pts

At the start of your Shooting phase, you can select one Vehicle model within 6" of the bearer or, if the bearer is embarked within a Transport, you can select that Transport model. Until the end of the phase, after the selected model has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Infernal Infusion — 25 pts

Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer's unit has the Fights First ability.

Murderous Onslaught — 5 pts

If the bearer's unit disembarked from a Transport this turn, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

DETACHMENT RULE

Each time a World Eaters unit from your army disembarks from a Transport, until then end of the turn, add 1 to Charge rolls made for that unit and that unit's melee weapons have the [Lance] ability.

STRATAGEMS (6/6)

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — MOVEMENT

AGGRESSIVE DISEMBARKATION

When: Your Movement phase.
Target: One World Eaters Rhino model from your army that has not been selected to move this phase.
Effect: One WORLD EATERS unit embarked within your RHINO can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of your RHINO and can be set up within Engagement Range of one or more enemy units.

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — MOVEMENT

FULL-THROTTLE ASSAULT

When: Your Movement phase.
Target: One World Eaters Rhino model from your army that has not been selected to move this phase.
Effect: Until the end of the phase, each time a WORLD EATERS unit disembarks from that model after it has made a Normal move, that unit makes an assault disembark move (Core Rules, 18.06) for that disembarkation.

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — MOVEMENT

SMASH THROUGH

When: Your Movement phase.
Target: One World Eaters Vehicle model from your army that has not been selected to move this phase.
Effect: Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features.

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — SHOOTING

FURY UNLEASHED

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One WORLD EATERS RHINO model from your army that has one or more wounds remaining and was hit by one or more of the attacking unit's attacks.
Effect: One KHORNE BERZERKERS unit embarked within your model can make a disembark move and then make a surge move of up to D6+2".
Restriction: A unit cannot be targeted by this Stratagem and the Unrelenting Advance Stratagem in the same phase.

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — SHOOTING

UNRELENTING ADVANCE

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One World Eaters Vehicle model from your army that was hit by one or more of the attacking unit's attacks.
Effect: Your model can make a Normal move of up to 6".
Restriction: A unit cannot be targeted by this Stratagem and the Fury Unleashed Stratagem in the same phase.

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — FIGHT

ENDLESS PURSUIT OF VIOLENCE

When: End of the Fight phase.
Target: One World Eaters Infantry unit from your army and one friendly Transport that it is able to embark within.
Effect: If your WORLD EATERS INFANTRY unit is wholly within 6" of that TRANSPORT, it can embark within it.

CHAOS - WORLD EATERS

KHORNE DAEMONKIN

6 Stratagems · 4 Enhancements

2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Disciple of Khorne — 15 pts

The bearer has the Deep Strike ability, and it has the BLOOD LEGIONS Faction keyword instead of the WORLD EATERS Faction keyword.

Blood-forged Armour — 20 pts

The bearer has a Save characteristic of 2+. If the bearer is destroyed, you gain 1 Blood Tithe point.

Icon of War — 25 pts

While a friendly Blood Legions unit is within 6" of the bearer, that unit has the Blessings of Khorne ability. If the Might of Khorne ability is active for your army, then while a friendly Blood Legions unit is within 6" of the bearer, you can re-roll Battle-shock tests taken for that unit.

Blade of Endless Bloodshed — 30 pts

Add 1 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons. Each time the bearer's unit destroys an enemy unit with a melee attack, do not roll to gain a Blood Tithe point, you automatically gain 1 Blood Tithe point instead.

DETACHMENT RULE

Each time a Blood Legions or World Eaters unit from your army destroys an enemy unit, roll one D6; on a 3+, you gain 1 Blood Tithe point (BTP). At the start of the Command phase, you can spend 1 or more of your BTP to activate one of the following abilities until the end of the battle.

Enraged Abjuration [2BTP]

Blood Legions and World Eaters models from your army have the Feel No Pain 5+ ability against Psychic Attacks and mortal wounds.

Daemonic Rage [3BTP]

Melee weapons equipped by Blood Legions units from your army have the [Lance] ability.

Boon of Blood [4BTP]

Blood Legions units from your army have a 4+ invulnerable save.

Might of Khorne [5BTP]

Blood Legions units from your army gain the Blessings of Khorne ability.

STRATAGEMS (6/6)

1 CP KHORNE DAEMONKIN – STRATEGIC PLOY STRATAGEM — COMMAND

DAEMONTIDE

When: Your Command phase.
Target: One World Eaters unit from your army.
Effect: Select one friendly Blood Legions unit within 6" of your unit. One destroyed Mounted model, up to D3 destroyed Beast models, or up to D6 destroyed Infantry models are returned to that BLOOD LEGIONS unit with their full wounds remaining.
Restriction: This Stratagem cannot be used to return destroyed Character models to Attached units.

1 CP KHORNE DAEMONKIN – BATTLE TACTIC STRATAGEM — SHOOTING

BLESSING OF BURNING BLOOD

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Blood Legions unit from your army that is within 6" of a friendly World Eaters unit that was selected as the target as one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your WORLD EATERS unit have a 5+ invulnerable save. If the Boon of Blood ability is active for your army, then until the end of the phase, models in your WORLD EATERS unit have a 4+ invulnerable save.

1 CP KHORNE DAEMONKIN – EPIC DEED STRATAGEM FIGHT

A WORTHY SKULL

When: Fight phase, just after a Blood Legions or World Eaters unit from your army has fought, and one or more enemy CHARACTER or MONSTER models were destroyed as a result of those attacks.
Target: That BLOOD LEGIONS or WORLD EATERS unit.
Effect: You gain D3BTP and you can then spend one or more BTP you have to activate one of the Blood Tithe abilities.

1 CP KHORNE DAEMONKIN – BATTLE TACTIC STRATAGEM FIGHT

DAEMONIC FURY

When: Start of your Fight phase.
Target: One Blood Legions unit from your army.
Effect: Select one friendly World Eaters unit within 6" of your unit. Until the end of the turn, melee weapons equipped by models in your WORLD EATERS unit have the [LANCE] ability. If the Daemonic Rage ability is active for your army, then until the end of the phase those melee weapons also have the [TWIN-LINKED] ability.

1 CP KHORNE DAEMONKIN – STRATEGIC PLOY STRATAGEM FIGHT

MURDER-CALL

When: End of your opponent's Fight phase.
Target: One Blood Legions unit from your army that is on the battlefield and not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP KHORNE DAEMONKIN – STRATEGIC PLOY STRATAGEM ANY

SUMMONED BY SLAUGHTER

When: Any phase, when the last model in a unit is destroyed, before removing it from play. (If that unit is a Transport, any units embarked within that TRANSPORT model must disembark first.)
Target: One Bloodletters unit from your army that is in Reserves.
Effect: Set your unit up anywhere on the battlefield wholly within 9" of that destroyed model and more than 6" horizontally away from all enemy units, then remove the destroyed model from play.
Restriction: You cannot use this Stratagem more than once per battle round.

CHAOS - WORLD EATERS

POSSESSED SLAUGHTERBAND

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Frenzied Focus — 20 pts

Each time a model in the bearer's unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

Killing Clarity — 15 pts

Each time the bearer's unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.

Violent Demise — 10 pts

The bearer's Deadly Demise ability inflicts mortal wounds on a D6 roll of 2+ instead of on a 6. In addition, the bearer has the Deadly Demise D3+1 ability, instead of the Deadly Demise D3 ability.

Malicious Vigour — 30 pts

Each time the bearer's unit makes a Brazen Fury move, it is treated as having rolled a 6 for the distance the unit can be moved.

DETACHMENT RULE

World Eaters Possessed units in your army have the following ability:

Brazen Fury: In your opponent’s Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6". That surge move is a Brazen Fury move.

STRATAGEMS (6/6)

1 CP — POSSESSED SLAUGHTERBAND – STRATEGIC PLOY STRATAGEM — COMMAND

HORRIFYING VIOLENCE

When: Your opponent's Command phase.
Target: One World Eaters Possessed unit from your army.
Effect: Each enemy unit within Engagement Range of your unit must take a Battle-shock test, subtracting 1 from that test.

1 CP — POSSESSED SLAUGHTERBAND – STRATEGIC PLOY STRATAGEM — MOVEMENT

RAPID MANIFESTATION

When: Your Movement phase.
Target: One Exalted Eightbound unit from your army that is arriving using the Deep Strike ability this phase.
Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.
Restriction: A unit targeted with this Stratagem is not eligible to declare a charge in the same turn.

2 CP — POSSESSED SLAUGHTERBAND – BATTLE TACTIC STRATAGEM — SHOOTING

DAEMONIC RESISTANCE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One World Eaters Possessed unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

1 CP — POSSESSED SLAUGHTERBAND – STRATEGIC PLOY STRATAGEM — CHARGE

WARP STALKERS

When: Your Movement phase or your Charge phase.
Target: One World Eaters Possessed unit from your army that has not been selected to move or declare a charge this phase.
Effect: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move through enemy models (excluding MONSTERS and VEHICLES). When doing so, it can move within Engagement Range of such models but, unless that move was a Charge move, it cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

1 CP — POSSESSED SLAUGHTERBAND – BATTLE TACTIC STRATAGEM — FIGHT

DAEMONIC STRENGTH

When: Fight phase.
Target: One World Eaters Possessed unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time an attack made by a model in your unit is allocated to an enemy model, if your unit has the Eightbound keyword and that enemy model is not a MONSTER or VEHICLE, add 1 to the Damage characteristic of that attack. If your unit has the Exalted Eightbound keyword and that enemy model is a MONSTER or VEHICLE, add 1 to the Damage characteristic of that attack instead.

2 CP — POSSESSED SLAUGHTERBAND – BATTLE TACTIC STRATAGEM — FIGHT

IMMORTAL FURY

When: Fight phase, just after an enemy unit has selected its targets.
Target: One World Eaters Possessed unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

CHAOS - WORLD EATERS

VESSELS OF WRATH

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Archslaughterer — 30 pts

(Once per battle, per army) In your Command phase, you can use this ability. If you do, every Blessing of Khorne is active for this unit until the start of your next turn.

Gateways to Glory — 10 pts

This model has:

- MOBILE.

- +1 to charge rolls.

DETACHMENT RULE

When a friendly WORLD EATERS CHARACTER unit (excluding EPIC HERO units) is selected to fight, that unit's CHARACTER models' melee attacks can have:

• [CLEAVE 1]. • <u>Or:</u> +1 AP.

STRATAGEMS (3/3)

1 CP VESSELS OF WRATH STRATAGEM MOVEMENT

PUNISH THE CRAVEN

When: Your opponent's Movement phase, when a unit is selected to make a fall-back move, if that unit is engaged with a friendly WORLD EATERS CHARACTER unit.
Target: That WORLD EATERS CHARACTER unit.
Effect: When an enemy unit engaged with your unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

1 CP VESSELS OF WRATH STRATAGEM FIGHT

ASPIRE TO INFAMY

When: Fight phase, when a friendly WORLD EATERS CHARACTER unit (excluding EPIC HERO units) is selected to fight.
Target: That WORLD EATERS CHARACTER unit.
Effect: Your unit's CHARACTER models' melee attacks have: +1 A. +2 S.

1 CP VESSELS OF WRATH STRATAGEM ANY

SCORN THE WITCH

When: Any phase, when a friendly WORLD EATERS CHARACTER unit (excluding EPIC HERO units) suffers a mortal wound.
Target: That WORLD EATERS CHARACTER unit.
Effect: Your unit has Feel No Pain 4+ against mortal wounds.

CHAOS - WORLD EATERS

ANGRON

330 PTS

M	T	SV	W	LD	OC
14"	11	2+	16	5+	6

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Samni'arius and Spinegrinder - strike DEVASTATING WOUNDS	Melee	8	2+	14	-3	D6+2
➤ Samni'arius and Spinegrinder - sweep DEVASTATING WOUNDS	Melee	16	2+	7	-2	2

AUFSTELLUNG

1x Angron (100mm)

Equipped with: ➤ Samni'arius and Spinegrinder - strike, ➤ Samni'arius and Spinegrinder - sweep

ABILITIES

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Reborn in Blood
At the start of the battle round, when you make a Blessings of Khorne roll, if this model is destroyed, you can use a triple 6 from that roll to use this ability instead of activating any Blessings of Khorne at the start of that battle round. If you do, this model is no longer destroyed and in the Reinforcements step of your next Movement phase, it is set up anywhere on the battlefield using its Deep Strike ability, with 8 wounds remaining.

Wrathful Presence
At the start of the battle round, select one Wrathful Presence ability. Until the start of the next battle round, this model has that ability.

The Blood God's Favour (Wrathful Presence)
Effect: Each time you make a Blessings of Khorne roll, if this model is on the battlefield, you can re-roll up to 6 of the D6 rolled.

Driven by Ultimate Rage (Aura) (Wrathful Presence)
Effect: While a friendly WORLD EATERS unit is within 6" of this unit, that unit's melee attacks can:
- Re-roll hit rolls of 1.
- Re-roll wound rolls of 1.

Overwhelming Wrath (Aura) (Wrathful Presence)
Effect: Each time an enemy unit within 6" of this model is selected to Fall Back, that unit must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

WEAPON RULES

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

KEYWORDS: Monster, Fly, Character, Epic Hero, Chaos, Khorne, Daemon, Primarch, Angron

FACTION: World Eaters 330 PTS

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - WORLD EATERS

BLOODCRUSHERS

95–190 PTS

BLOODCRUSHER

M	T	SV	W	LD	OC	
10"	7	3+	4	7+	2	5+

BLOODHUNTER

M	T	SV	W	LD	OC	
10"	7	3+	4	7+	2	5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1
Hellblade	Melee	2	3+	5	-2	2

AUFSTELLUNG

2-5x Bloodcrusher - Equipped with: Hellblade, Bladed horn (90x52.5mm Oval Base)
1x Bloodhunter - Equipped with: Hellblade, Bladed horn (90x52.5mm Oval Base)

ABILITIES

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.

Daemonic 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.

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

LANCE
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - WORLD EATERS

BLOODCULT CHAMPION [CRUCIBLE]

60 PTS

M	T	SV	W	LD	OC
7"	4	6+	3	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	2+	3	0	1
Blood harpoon ASSAULT SUSTAINED HITS D3	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 1	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1	36"	4	3+	7	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Chainblades	Melee	5	3+	3	0	1
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted chainblade	Melee	7	2+	6	-1	2
Khornate eviscerator	Melee	5	3+	8	-2	2
Mauler chainblade	Melee	4	4+	4	-1	2
Paired manglers	Melee	4	3+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Skullsmasher and mangler	Melee	3	3+	4	-1	2

AUFSTELLUNG

1x Bloodcult Champion [Crucible]

Equipped with: Autopistol, Blood harpoon, Bolt pistol, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Axe of dismemberment, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler

Wargear Options:

- This model can be equipped with up to 2 of: Bolt pistol, Autopistol, Plasma pistol.
- This model can be equipped with one of: Blood harpoon, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon.

ABILITIES

CORE - Leader, Leader, Leader, Leader

Aura of Dark Glory
Models in this unit have an invulnerable save characteristic of 5+.

Bellowed Challenge
Melee weapons (excluding **Devastating Wounds** weapons) equipped by models in this unit gain the [**ANTI**-MONSTER 4+] and [**ANTI**-VEHICLE 4+] abilities.

Forwards, for Blood
While this model is leading a unit, you can re-roll Advance rolls made for that unit and each time that unit makes a Blood Surge move, you can re-roll the D6 used to determine how far models in that unit move.

Lord of Slaughter
Once per battle round, one unit from your army with this ability can be targeted with a Strategem for 0CP, even if a different unit from your army has already been targeted with that Stratagem this phase.

Murderous Insight
Each time an attack made by this unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.

Rage Eternal
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Leader
This model can be attached to the following units: Terminator Squad

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

CHAOS - WORLD EATERS

BLOODLETTERS

90 PTS

BLOODLETTER

M	T	SV	W	LD	OC	
8"	4	7+	1	7+	1	5+

BLOODREAPER

M	T	SV	W	LD	OC	
8"	4	7+	1	7+	1	5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellblade	Melee	2	3+	5	-2	2

AUFSTELLUNG

9x Bloodletter - Equipped with: Hellblade (32mm)
1x Bloodreaper - Equipped with: Hellblade (32mm)

ABILITIES

Bane of Cowards
Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is also Battle-shocked, subtract 1 from each of those Desperate Escape tests.

Daemonic 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.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - WORLD EATERS

BLOODTHIRSTER

320 PTS

M	T	SV	W	LD	OC
12"	11	3+	18	6+	5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bloodflail DEVASTATING WOUNDS	12"	1	2+	16	-3	D6+1
Hellfire breath IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lash of Khorne	12"	9	2+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Axe of Khorne - strike	Melee	8	2+	14	-4	D3+1
➤ Axe of Khorne - sweep	Melee	16	2+	8	-2	1
➤ Great axe of Khorne - strike	Melee	7	2+	16	-4	D6+2
➤ Great axe of Khorne - sweep	Melee	14	2+	10	-2	2

AUFSTELLUNG

1x Bloodthirster (120x92mm Oval Base)

Equipped with: Bloodflail, Hellfire breath, Lash of Khorne, ➤ Axe of Khorne - strike, ➤ Axe of Khorne - sweep, ➤ Great axe of Khorne - strike, ➤ Great axe of Khorne - sweep

Wargear Options:

- This model can replace its Great axe of Khorne with Axe and flail or Axe and lash.

ABILITIES

Daemon Lord of Khorne (Aura)
While a friendly Blood Legions unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Relentless Carnage
At the end of the Fight phase, you can select one enemy unit within Engagement Range of this model and roll eight D6: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON RULES

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

KEYWORDS: Monster, Character, Fly, Chaos, Daemon, Khorne, Summoned, Bloodthirster

FACTION: Blood Legions 320 PTS

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - WORLD EATERS

BUTCHERLORD [CRUCIBLE]

90 PTS

M	T	SV	W	LD	OC
8"	4	3+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	2+	3	0	1
Blood harpoon ASSAULT SUSTAINED HITS D3	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 1	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1	36"	4	3+	7	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Chainblades	Melee	5	3+	3	0	1
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted chainblade	Melee	7	2+	6	-1	2
Khornate eviscerator	Melee	5	3+	8	-2	2
Mauler chainblade	Melee	4	4+	4	-1	2
Paired manglers	Melee	4	3+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Skullsmasher and mangler	Melee	3	3+	4	-1	2

AUFSTELLUNG

1x Butcherlord [Crucible]

Equipped with: Autopistol, Blood harpoon, Bolt pistol, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Axe of dismemberment, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler

Wargear Options:

- This model can be equipped with up to 2 of: Bolt pistol, Autopistol, Plasma pistol.
- This model can be equipped with one of: Blood harpoon, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon.

KEYWORDS: Infantry, Character, Grenades, Chaos, Khorne, Butcherlord, Crucible

ABILITIES

CORE - Leader, Leader, Leader, Leader

Bellowed Challenge
Melee weapons (excluding **Devastating Wounds** weapons) equipped by models in this unit gain the [**ANTI**-MONSTER 4+] and [**ANTI**-VEHICLE 4+] abilities.

Endless Hatred
You can re-roll Charge rolls made for this model's unit.

Forwards, for Blood
While this model is leading a unit, you can re-roll Advance rolls made for that unit and each time that unit makes a Blood Surge move, you can re-roll the D6 used to determine how far models in that unit move.

Lord of Slaughter
Once per battle round, one unit from your army with this ability can be targeted with a Strategem for 0CP, even if a different unit from your army has already been targeted with that Stratagem this phase.

Murderous Insight
Each time an attack made by this unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.

Rage Eternal
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Leader
This model can be attached to the following units: Terminator Squad

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

CHAOS - WORLD EATERS

CHAOS LAND RAIDER

200 PTS

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 4	24"	2	4+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	4+	5	0	1
2x Soulshatter lascannon RAPID FIRE 2	48"	2	4+	12	-3	D6+1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	9	3+	8	0	1

AUFSTELLUNG

1x Chaos Land Raider (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, 2x Soulshatter lascannon, Twin heavy bolter, Armoured tracks

Wargear Options:

■ This model can be equipped with one of: Combi-bolter, Combi-weapon.

ABILITIES

Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Chaos Land Raider (Transport)
Capacity: This model has a transport capacity of 14 World Eaters Infantry models. Each Possessed and Terminator model takes up the space of 2 models.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS PREDATOR ANNIHILATOR

130 PTS

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 4]	24"	2	4+	5	-1	1
Combi-weapon [ANTI-INFANTRY 4+] [DEVASTATING WOUNDS] [RAPID FIRE 1]	24"	1	4+	5	-1	1
Havoc launcher [BLAST]	48"	D6	4+	5	0	1
Heavy bolter [RAPID FIRE 2] [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Lascannon	48"	1	4+	12	-3	D6+1
Predator twin lascannon [RAPID FIRE 2] [TWIN-LINKED]	48"	1	4+	14	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	3+	6	0	1

AUFSTELLUNG

1x Chaos Predator Annihilator (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator twin lascannon, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Combi-bolter, Combi-weapon.
- This model can be equipped with one of: 2 heavy bolters, 2 lascannons.

ABILITIES

Blood-hungry Annihilator
Each time this model makes a ranged attack that targets the closest eligible Monster or Vehicle target within 18", you can re-roll the Wound roll and you can re-roll the Damage roll.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS PREDATOR DESTRUCTOR

130 PTS

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 4	24"	2	4+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	4+	5	0	1
Heavy bolter RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
Lascannon	48"	1	4+	12	-3	D6+1
Predator autocannon RAPID FIRE 6	48"	4	4+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	3+	6	0	1

AUFSTELLUNG

1x Chaos Predator Destructor (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator autocannon, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Combi-bolter, Combi-weapon.
- This model can be equipped with one of: 2 heavy bolters, 2 lascannons.

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Punishing Suppression
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks (excluding Monsters and Vehicles*). Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS RHINO

75 PTS

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 4	24"	2	4+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	3+	6	0	1

AUFSTELLUNG

1x Chaos Rhino (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Combi-bolter.
- This model can be equipped with one of: Combi-bolter, Combi-weapon.

ABILITIES

Meet Any Challenge
In your opponent's Movement phase, each time an enemy unit is set up or ends a Normal, Advance or Fall Back move within 8" of this model, any units embarked within it can disembark.

Chaos Rhino (Transport)
Capacity: This model has a transport capacity of 12 World Eaters Infantry models. It cannot transport Possessed or Terminator models.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

CHAOS SPAWN

95 PTS

CHAOS SPAWN

M	T	SV	W	LD	OC
10"	5	4+	4	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous Mutations	Melee	D6+4	4+	5	-1	2

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations (50mm)

ABILITIES

To Slake Its Rage
This unit is eligible to declare a charge in a turn in which it Advanced.

CORE RULES

Blessings of Khorne
If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Scouts 8"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

CHAOS TERMINATORS

175–350 PTS

TERMINATOR CHAMPION

M	T	SV	W	LD	OC
7"	6	2+	3	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 4	24"	2	4+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1	36"	4	4+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-3	2
Paired accursed weapons TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

AUFSTELLUNG

1x Terminator Champion - Equipped with: Paired accursed weapons, Combi-weapon, Power fist, Accursed weapon, Chainfist, Combi-bolter (40mm)
4x Combi-bolter, accursed weapon oder Combi-bolter, chainfist oder Combi-bolter, power fist oder Combi-weapon, accursed weapon oder Combi-weapon, chainfist oder Combi-weapon, power fist oder Paired accursed weapons oder Heavy weapon (40mm)

Wargear Options:

- Each Terminator Champion can replace its Combi-bolter, accursed weapon with Combi-weapon, power fist, Combi-weapon, accursed weapon, Combi-weapon, chainfist, Combi-bolter, chainfist, Combi-bolter, power fist or Paired accursed weapons.
- This model's Accursed weapon can be replaced with 1x Chainfist or 1x Power fist.
- This model's Combi-bolter can be replaced with 1x Combi-weapon.
- This model's Combi-bolter and Accursed weapon can be replaced with 1x Chainfist and 1x Combi-weapon, 1x Combi-weapon and 1x Power fist or 1x Paired accursed weapons.
- Each Heavy weapon can replace its Accursed weapon with Power fist or Chainfist.
- Each Heavy weapon can replace its Reaper autocannon with Heavy flamer.

ABILITIES

Bloody Fury

- This unit's ranged attacks that target the closest eligible target can re-roll hit rolls.
- When this unit declares a charge, you can use this part of this ability.

If you do:

-- This unit can re-roll that charge roll.

-- This unit must end that charge move engaged with the closest charge target.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - WORLD EATERS

DAEMON PRINCE OF KHORNE

200 PTS

M	T	SV	W	LD	OC
10"	10	2+	10	6+	3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon RAPID FIRE 1	24"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike	Melee	8	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	16	2+	6	-1	1

AUFSTELLUNG

1x Daemon Prince of Khorne (60mm)

Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

ABILITIES

Devastating Assault
Each time this model makes a Charge move, until the end of the turn, its hellforged weapons have the [DEVASTATING WOUNDS] ability.

Direct the Slaughter
Once per battle round, one model from your army with this ability can use it when a friendly World Eaters unit within 12" of this model is targeted with a Stratagem. If it does, reduce the CP cost of that Stratagem by 1CP.

Lord of Murder
While this model is within 3" of one or more friendly World Eaters Infantry units, this model has the Lone Operative ability.

WEAPON RULES

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Blessings of Khorne
If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - WORLD EATERS

DAEMON PRINCE OF KHORNE WITH WINGS

170 PTS

M	T	SV	W	LD	OC
14"	9	2+	10	6+	3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon RAPID FIRE 1	24"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike	Melee	8	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	16	2+	6	-1	1

AUFSTELLUNG

1x Daemon Prince of Khorne with wings (60mm)

Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

ABILITIES

Bloodied Terror
At the start of the Fight phase, each enemy unit within Engagement Range of this model must take a Battle-shock test, subtracting 1 if that enemy unit is Below Half-strength.

Swooping Predator
Each time this model ends a Normal or Advance move, you can select one enemy unit that it moved over during that move and roll 6 D6: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON RULES

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - WORLD EATERS

DEFILER

270 PTS

M	T	SV	W	LD	OC
14"	11	3+	18	6+	5

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma destructor BLAST RAPID FIRE 2	36"	D6	4+	12	-3	3
2x Excruciator cannon RAPID FIRE 3	36"	6	4+	6	-1	2
Hades battle cannon BLAST RAPID FIRE 3	48"	D6+3	4+	10	-1	3
Hades lascannon RAPID FIRE 1	48"	2	4+	12	-3	D6+1
Heavy baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	7	-2	2
Heavy reaper autocannon DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1	48"	4	4+	9	-1	3
2x Magma cutter MELTA 2 RAPID FIRE 1	12"	2	4+	9	-4	D6
➤ Heavy missile launcher - frag BLAST RAPID FIRE 3	48"	2D6	4+	5	-1	1
➤ Heavy missile launcher - krak RAPID FIRE 1	48"	2	4+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electroscourge EXTRA ATTACKS SUSTAINED HITS 2	Melee	7	3+	12	-2	2
Shearing claws - strike	Melee	6	3+	16	-3	D6+1
Shearing claws - sweep	Melee	12	3+	6	-2	1

AUFSTELLUNG

1x Defiler (160mm)

Equipped with: Ectoplasma destructor, 2x Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 2x Magma cutter, ➤ Heavy missile launcher - frag, ➤ Heavy missile launcher - krak, Electroscourge, Shearing claws - strike, Shearing claws - sweep

Wargear Options:

- This model can replace its Heavy missile launcher with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Hades battle cannon with Ectoplasma destructor.
- This model can replace its Heavy baleflamer with Heavy reaper autocannon, Electroscourge or Hades lascannon.
- This model can replace its Two excruciator cannons with Two magma cutters.

ABILITIES

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Scuttling Walker
Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Terror of Khorne
At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

KEYWORDS: Vehicle, Walker, Chaos, Khorne, Daemon, Defiler

FACTION: World Eaters 270 PTS

Unleash Wrath

At the end of your opponent's Movement phase, you can select one enemy unit that was set up on the battlefield within 12" of this model; this model can then either:

- Shoot at that unit, but only if it is an eligible target.

- Declare a charge against that unit (note that even if this charge is successful, this model does not receive any Charge bonus this turn).

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - WORLD EATERS

EIGHT-BLESSED LORD [CRUCIBLE]

90 PTS

M	T	SV	W	LD	OC
10"	6	3+	7	6+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	2+	3	0	1
Blood harpoon ASSAULT SUSTAINED HITS D3	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 1	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1	36"	4	3+	7	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Bladed horn EXTRA ATTACKS LANCE	Melee	4	3+	6	-1	2
Chainblades	Melee	5	3+	3	0	1
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted chainblade	Melee	7	2+	6	-1	2
Khornate eviscerator	Melee	5	3+	8	-2	2
Mauler chainblade	Melee	4	4+	4	-1	2
Paired manglers	Melee	4	3+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Skullsmasher and mangler	Melee	3	3+	4	-1	2

KEYWORDS: Character, Chaos, Khorne, Mounted, Eight-blessed Lord, Crucible

FACTION: World Eaters 90 PTS

AUFSTELLUNG

1x Eight-blessed Lord [Crucible]

Equipped with: Autopistol, Blood harpoon, Bolt pistol, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Axe of dismemberment, Bladed horn, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler

Wargear Options:

- This model can be equipped with up to 2 of: Bolt pistol, Autopistol, Plasma pistol.
- This model can be equipped with one of: Blood harpoon, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon.

ABILITIES

CORE - Leader, Leader, Leader, Leader

Bellowed Challenge
Melee weapons (excluding **Devastating Wounds** weapons) equipped by models in this unit gain the [**ANTI**-MONSTER 4+] and [**ANTI**-VEHICLE 4+] abilities.

Bloodthirst
Add 2 to Charge rolls made for this unit.

Forwards, for Blood
While this model is leading a unit, you can re-roll Advance rolls made for that unit and each time that unit makes a Blood Surge move, you can re-roll the D6 used to determine how far models in that unit move.

Lord of Slaughter
Once per battle round, one unit from your army with this ability can be targeted with a Strategem for 0CP, even if a different unit from your army has already been targeted with that Stratagem this phase.

Murderous Insight
Each time an attack made by this unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.

Rage Eternal
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Leader
This model can be attached to the following units: Terminator Squad

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

CHAOS - WORLD EATERS

EIGHTBOUND

125–250 PTS

EIGHTBOUND

M	T	SV	W	LD	OC	
10"	6	3+	3	6+	1	5+

EIGHTBOUND CHAMPION

M	T	SV	W	LD	OC	
10"	6	3+	3	6+	1	5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblades	Melee	5	3+	8	-2	2

AUFSTELLUNG

2-5x Eightbound - Equipped with: Chainblades (40mm)
1x Eightbound Champion - Equipped with: Chainblades (40mm)

ABILITIES

Beacons of Rage (Aura)
While a friendly World Eaters unit is within 6" of this unit, each time a model in that unit makes a melee attack that targets a unit (excluding Monsters and Vehicles), add 1 to the Hit roll. If that attack targets a unit that is Below Half-strength, add 1 to the Wound roll as well.

Brazen Fury
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6". That surge move is a Brazen Fury move.

CORE RULES

Blessings of Khorne
If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

CHAOS - WORLD EATERS

EXALTED EIGHTBOUND

130–260 PTS

EXALTED EIGHTBOUND

M	T	SV	W	LD	OC	
10"	6	3+	3	6+	1	5+

EXALTED EIGHTBOUND CHAMPION

M	T	SV	W	LD	OC	
10"	6	3+	3	6+	1	5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblades ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	4	3+	8	-3	2

AUFSTELLUNG

2-5x Exalted Eightbound - Equipped with: Chainblades (40mm)
1x Exalted Eightbound Champion - Equipped with: Chainblades (40mm)

ABILITIES

Brazen Fury
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6". That surge move is a Brazen Fury move.

Rend and Tear
Each time a model in this unit makes a melee attack that targets a Monster or Vehicle unit, until the end of the phase, improve the Damage characteristic of that attack by 1.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - WORLD EATERS

FLESH HOUNDS

75–150 PTS

M	T	SV	W	LD	OC
12"	4	7+	2	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burning roar IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gore-drenched fangs	Melee	3	3+	5	-1	1

AUFSTELLUNG

4-9x Flesh Hound (60x35.5mm Oval Base)
1x Gore Hound (60x35.5mm Oval Base)

Equipped with: Burning roar, Gore-drenched fangs

ABILITIES

Collar of Khorne
The bearer has the Feel No Pain 3+ ability against Psychic Attacks.

Hunters from the Warp
At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 3+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

CHAOS - WORLD EATERS

FORGEFIEND

140 PTS

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma cannon **BLAST** **RAPID FIRE 1**	36"	D3	4+	10	-3	3
Hades autocannon **RAPID FIRE 4**	36"	6	4+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Forgefiend claws	Melee	6	3+	6	0	1
Forgefiend jaws	Melee	8	3+	7	-1	2

AUFSTELLUNG

1x Forgefiend (120x92mm Oval Base)

Equipped with: Ectoplasma cannon, Hades autocannon, Forgefiend claws, Forgefiend jaws

Wargear Options:

- This model can replace its 2 Hades autocannons with 2 ectoplasma cannons.
- This model can replace its Forgefiend jaws with Ectoplasma cannon and claws.

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Furious Onslaught
Each time this model makes a ranged attack that targets the closest eligible target within 18", you can re-roll the Hit roll.

Terror of Khorne
At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - WORLD EATERS

GOREMONGERS

70 PTS

BLOOD HERALD

M	T	SV	W	LD	OC
9"	4	6+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Blood harpoon ASSAULT SUSTAINED HITS D3	18"	1	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblade LANCE	Melee	3	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

1x Blood Herald - Equipped with: Autopistol, Chainblade, Close combat weapon (32mm)
7x Goremonger w/ blood harpoon oder Goremonger w/ 2 pistols oder Goremonger w/ chainblade (32mm)

ABILITIES

Loping Speed
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

WEAPON RULES

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

LANCE
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

CHAOS - WORLD EATERS

HELBRUTE

120 PTS

M	T	SV	W	LD	OC
9"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 4]	24"	2	4+	5	-1	1
Heavy flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	5	-1	1
Multi-melta [MELTA 2] [RAPID FIRE 1]	18"	2	4+	9	-4	D6
Plasma cannon [BLAST] [HAZARDOUS] [RAPID FIRE D3]	36"	D3	4+	8	-3	3
Twin autocannon [RAPID FIRE 2] [TWIN-LINKED]	48"	2	4+	9	-1	3
Twin heavy bolter [RAPID FIRE 2] [SUSTAINED HITS 1] [TWIN-LINKED]	36"	3	4+	5	-1	2
Twin lascannon [RAPID FIRE 1] [TWIN-LINKED]	48"	1	4+	12	-3	D6+1
➤ Missile launcher - frag [BLAST] [RAPID FIRE 3]	48"	D6	4+	4	0	1
➤ Missile launcher - krak [RAPID FIRE 1]	48"	1	4+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	3+	6	0	1
Helbrute fist	Melee	6	3+	12	-2	3
Helbrute hammer	Melee	6	4+	14	-3	D6+1
Power scourge	Melee	10	3+	7	-1	2

AUFSTELLUNG

1x Helbrute (60mm)

Equipped with: Combi-bolter, Heavy flamer, Multi-melta, Plasma cannon, Twin autocannon, Twin heavy bolter, Twin lascannon, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Close combat weapon, Helbrute fist, Helbrute hammer, Power scourge

Wargear Options:

- This model can replace its Missile launcher with Helbrute fist with combi-bolter, Helbrute fist with heavy flamer, Helbrute hammer or Power scourge.
- This model can replace its Multi-melta with Twin autocannon, Helbrute fist with heavy flamer, Helbrute fist with combi-bolter, Plasma cannon, Twin heavy bolter or Twin lascannon.

ABILITIES

Devoted to Destruction
If this model is equipped with 2 melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristic of those two weapons.

Frenzy
(Once per turn, per unit) In the Fight phase, when an enemy unit targets this unit, after that unit has resolved its attacks, you can use this ability. If you do, this unit is eligible to fight (even if it has already fought this phase) and must be selected to fight next.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◈ Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

◈ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - WORLD EATERS

HELDRAKE

175 PTS

M	T	SV	W	LD	OC
12"	9	3+	12	6+	0

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Hades autocannon RAPID FIRE 4	36"	6	4+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heldrake claws ANTI-FLY 2+ DEVASTATING WOUNDS	Melee	6	3+	7	-1	2

AUFSTELLUNG

1x Heldrake (120x92mm Oval Base)

Equipped with: Baleflamer, Hades autocannon, Heldrake claws

Wargear Options:

■ This model can replace its Hades autocannon with Baleflamer.

ABILITIES

Airborne Predator
Each time this model makes an attack that targets a unit that can Fly, add 1 to the Hit roll.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Terror of Khorne
At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

CHAOS - WORLD EATERS

HELL TALON [LEGENDS]

140 PTS

M	T	SV	W	LD	OC
20+"	9	3+	14	6+	0

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher BLAST	48"	D6	4+	5	0	1
Twin lascannon RAPID FIRE 1 TWIN-LINKED	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	6	0	1

AUFSTELLUNG

1x Hell Talon [Legends]

Equipped with: Autocannon, Havoc launcher, Twin lascannon, Armoured hull

Wargear Options:

■ This model can replace its Autocannon with Havoc launcher.

ABILITIES

Bomb Rack
Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - WORLD EATERS

HELLBLADE [LEGENDS]

115 PTS

M	T	SV	W	LD	OC
20+"	8	3+	10	6+	0

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin lascannon RAPID FIRE 1 TWIN-LINKED	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Hellblade [Legends]

Equipped with: Twin autocannon, Twin lascannon, Armoured hull

Wargear Options:

■ This model can replace its Two twin autocannons with Two twin lascannons.

ABILITIES

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

WEAPON RULES

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - WORLD EATERS

JAKHALS

65–120 PTS

JAKHAL PACK LEADER

M	T	SV	W	LD	OC
7"	4	6+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblades	Melee	3	4+	3	0	1
Mauler chainblade	Melee	3	5+	4	-1	2
Paired manglers	Melee	4	4+	4	0	1
Skullsmasher and mangler	Melee	2	4+	4	-1	2

AUFSTELLUNG

1x Jakhal Pack Leader - Equipped with: Autopistol, Chainblades
1x Dishonoured w/ skullsmasher and mangler oder Dishonoured w/ paired manglers

Basegrößen: 28.5mm, Dishonoured 40mm

Wargear Options:

- This unit can replace its 8 chainblades with 2 mauler chainblades, 15 chainblades, 17 chainblades, 1 mauler chainblade, 7 chainblades or 1 mauler chainblade, 16 chainblades.

ABILITIES

Icon of Khorne
If the bearer's unit contains 1 or more Icons of Khorne, each time the bearer's unit destroys an enemy unit, you gain one Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost.

Objective Ravaged
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

CHAOS - WORLD EATERS

KHORNE BERZERKERS

170–330 PTS

KHORNE BERZERKER CHAMPION

M	T	SV	W	LD	OC
8"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	4+	5	-1	1
➤ Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblade	Melee	4	3+	5	-1	1
Khornate eviscerator	Melee	3	3+	8	-2	2

AUFSTELLUNG

1x Khorne Berzerker Champion - Equipped with: Chainblade, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge (32mm)
9x Khorne Berzerker (32mm)

Wargear Options:

■ Each Khorne Berzerker Champion can replace its Bolt pistol with Plasma pistol.

ABILITIES

Blood Surge
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6+2".

Icon of Khorne
If the bearer's unit contains 1 or more Icons of Khorne, each time the bearer's unit destroys an enemy unit, you gain one Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost.

Murderous Charge
If this unit made a charge move this turn, this unit's melee attacks have +1 S.

WEAPON RULES

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

CHAOS - WORLD EATERS

KHORNE LORD OF SKULLS

505 PTS

M	T	SV	W	LD	OC
12"	13	3+	24	6+	8

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemongore cannon BLAST RAPID FIRE 3	18"	D6	4+	14	-4	D6+2
Gorestorm cannon BLAST RAPID FIRE 3	24"	D6+3	4+	10	-2	3
Hades gatling cannon RAPID FIRE 6 SUSTAINED HITS 1	48"	12	4+	8	-2	2
Ichor cannon BLAST RAPID FIRE 4	48"	2D6	4+	7	-2	2
Skullhurler RAPID FIRE 3	60"	2D6	4+	14	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Great cleaver of Khorne - strike	Melee	6	3+	16	-4	8
➤ Great cleaver of Khorne - sweep	Melee	18	3+	8	-2	2

AUFSTELLUNG

1x Khorne Lord of Skulls (Hull)

Equipped with: Daemongore cannon, Gorestorm cannon, Hades gatling cannon, Ichor cannon, Skullhurler, ➤ Great cleaver of Khorne - strike, ➤ Great cleaver of Khorne - sweep

Wargear Options:

- This model can replace its Hades gatling cannon with Skullhurler.
- This model can replace its Gorestorm cannon with Daemongore cannon or Ichor cannon.

ABILITIES

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Idol of Blessed Blood
At the start of the battle round, if this unit is on the battlefield, when you make a Blessings of Khorne roll, roll one additional D6.

Terror of Khorne
At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

KEYWORDS: Vehicle, Titanic, Towering, Chaos, Khorne, Daemon, Lord of Skulls, Frame

FACTION: World Eaters 505 PTS

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS - WORLD EATERS

KHÂRN THE BETRAYER

115 PTS

M	T	SV	W	LD	OC
8"	5	3+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gorechild	Melee	8	2+	7	-2	3

AUFSTELLUNG

1x Khârn the Betrayer (40mm)

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Gorechild

ABILITIES

CORE - Leader

Berserker Frenzy
The first time this model is destroyed, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining.

Legendary Killer
While this model is leading a unit, each time a model in that unit makes a melee attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

The Betrayer
At the end of your Charge phase, if this unit is on the battlefield, is unengaged, and contains a bodyguard model, this unit makes a leadership roll:
- If that leadership roll is failed, one bodyguard model in this unit is destroyed.

Leader
This model can be attached to the following unit: KHORNE BERZERKERS

WEAPON RULES

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - WORLD EATERS

LORD INVOCATUS

100 PTS

M	T	SV	W	LD	OC
10"	6	3+	8	6+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed horn EXTRA ATTACKS LANCE	Melee	4	3+	6	-1	2
Coward's Bane DEVASTATING WOUNDS	Melee	7	2+	6	-2	2

AUFSTELLUNG

1x Lord Invocatus (90x52.5mm Oval Base)

Equipped with: Bolt pistol, Bladed horn, Coward's Bane

ABILITIES

CORE - Leader

Bloody Stampede
Each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model, then roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Fire Riders
While this model is leading a unit, models in that unit have the Deep Strike ability and each time a model in that unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally through models and terrain features. When making a Normal, Advance or Fall Back move, models in that unit can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them and any Desperate Escape test is automatically passed.

Leader
This model can be attached to the following units: EIGHTBOUND, EXALTED EIGHTBOUND, KHORNE BERZERKERS

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

LANCE

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

CHAOS - WORLD EATERS

LORD ON JUGGERNAUT

95 PTS

M	T	SV	W	LD	OC
10"	6	3+	7	6+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed horn EXTRA ATTACKS LANCE	Melee	4	3+	6	-1	2
Exalted chainblade	Melee	7	2+	6	-1	2

AUFSTELLUNG

1x Lord on Juggernaut (90x52.5mm Oval Base)

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Bladed horn, Exalted chainblade

ABILITIES

CORE - Leader

Aggressive Advance
While this model is leading a unit, models in that unit have a Move characteristic of 10" and each time a model in that unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally though terrain features.

Crush All Who Stand Before Us
Each time this model's unit is selected to fight, you can use this ability. When determining which models in this unit are eligible to fight, any models in it that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

Leader
This model can be attached to the following units: EIGHTBOUND, EXALTED EIGHTBOUND, KHORNE BERZERKERS

WEAPON RULES

EXTRA ATTACKS

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

LANCE

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - WORLD EATERS

MASTER OF EXECUTIONS

60 PTS

M	T	SV	W	LD	OC
8"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2

AUFSTELLUNG

1x Master of Executions (40mm)

Equipped with: Bolt pistol, Axe of dismemberment

ABILITIES

CORE - Leader

A Worthy Skull
Each time this model makes a melee attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model's unit destroys a Character model, you gain 1CP.

Forwards, For Blood!
While this model is leading a unit, you can re-roll Advance rolls made for that unit and each time that unit makes a Blood Surge move, you can re-roll the D6 used to determine how far models in that unit move.

Leader
This model can be attached to the following unit: KHORNE BERZERKERS

WEAPON RULES

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CHAOS - WORLD EATERS

MAULERFIEND

140 PTS

M	T	SV	W	LD	OC
12"	10	3+	12	6+	3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Magma cutter MELTA 2 RAPID FIRE 1	6"	2	4+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lasher tendrils EXTRA ATTACKS	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	8	3+	14	-2	D6+1

AUFSTELLUNG

1x Maulerfiend (120x92mm Oval Base)

Equipped with: 2x Magma cutter, Lasher tendrils, Maulerfiend fists

Wargear Options:

■ This model can replace its Lasher tendrils with 2 magma cutters.

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Savage Exaltation
Each time this model makes a melee attack that targets an enemy unit that is below its Starting Strength, add 1 to the Hit roll and, if that attack targets an enemy unit that is Below Half-Strength, add 1 to the Wound roll as well.

Terror of Khorne
At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

The Scent of Blood
In the Charge phase, when this unit declares a charge:
- If an enemy unit below starting strength is within 9" of this unit, this unit has +1 to charge rolls.
- Or: If an enemy unit below half strength is within 9" of this unit, this unit has +2 to charge rolls.

WEAPON RULES

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

KEYWORDS: Vehicle, Walker, Chaos, Khorne, Daemon, Maulerfiend

CORE RULES

Blessings of Khorne

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They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

CHAOS - WORLD EATERS

SKARBRAND

315 PTS

M	T	SV	W	LD	OC
10"	11	3+	20	6+	5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bellow of endless fury IGNORES COVER TORRENT	12"	2D6	N/A	8	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Slaughter and Carnage - strike	Melee	8	2+	16	-4	6
➤ Slaughter and Carnage - sweep	Melee	16	2+	8	-2	2

AUFSTELLUNG

1x Skarbrand (100mm)

Equipped with: Bellow of endless fury, ➤ Slaughter and Carnage - strike, ➤ Slaughter and Carnage - sweep

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, add 2 to the Attacks characteristic of this model's Slaughter and Carnage.

Murderlust
This unit is eligible to declare a charge in a turn in which it Advanced.

Rage Embodied (Aura)
While a friendly Blood Legions unit is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CHAOS - WORLD EATERS

SLAUGHTERBOUND

90 PTS

M	T	SV	W	LD	OC
10"	6	3+	6	6+	1

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lacerator and daemonic claw	Melee	6	2+	10	-2	2

AUFSTELLUNG

1x Slaughterbound (50mm)

Equipped with: Lacerator and daemonic claw

ABILITIES

CORE - Leader

Lord of the Eightbound
If this model is attached to a World Eaters Possessed unit during the Declare Battle Formations step, this model has the Deep Strike and Scouts 6" abilities.

Possessed Lord
Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [Devastating Wounds] ability.

Rage Eternal
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Leader
This model can be attached to the following units: EIGHTBOUND, EXALTED EIGHTBOUND

CORE RULES

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PUNKTELISTE

EINHEIT	PUNKTE
Angron	330 pts
Bloodcrushers	95 pts (bis 3 Modelle) · 190 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Bloodcult Champion [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Bloodletters	90 pts
Bloodthirster	320 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Butcherlord [Crucible]	90 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Chaos Land Raider	200 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Chaos Predator Annihilator	130 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Predator Destructor	130 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Rhino	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Chaos Spawn	95 pts

EINHEIT	PUNKTE
Chaos Terminators	175 pts (bis 5 Modelle) · 350 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Daemon Prince of Khorne	200 pts
Daemon Prince of Khorne with wings	170 pts
Defiler	270 pts · ab der 2. gleichnamigen Einheit im Heer: +40 pts
Eight-blessed Lord [Crucible]	90 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Eightbound	125 pts (bis 3 Modelle) · 250 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Exalted Eightbound	130 pts (bis 3 Modelle) · 260 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Flesh Hounds	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen)
Forgefiend	140 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Goremongers	70 pts
Helbrute	120 pts
Heldrake	175 pts
Hell Talon [Legends]	140 pts
Hellblade [Legends]	115 pts

EINHEIT	PUNKTE
Jakhals	65 pts (bis 10 Modelle) · 120 pts (ab 11 Modellen)
Khorne Berzerkers	170 pts (bis 10 Modelle) · 330 pts (ab 11 Modellen)
Khorne Lord of Skulls	505 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Khârn the Betrayer	115 pts
Lord Invocatus	100 pts
Lord on Juggernaut	95 pts
Master of Executions	60 pts
Maulerfiend	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Skarbrand	315 pts
Slaughterbound	90 pts

ENHANCEMENTS — BERZERKER WARBAND

ENHANCEMENT	PUNKTE
Berzerker Glaive	35 pts
Battle-lust	20 pts
Helm of Brazen Ire	30 pts
Favoured of Khorne	20 pts

ENHANCEMENTS — BRAZEN ENGINES

ENHANCEMENT	PUNKTE
Talons of Butchery	20 pts
Murder-forged Entity	15 pts

ENHANCEMENTS — BUTCHERS OF KHORNE

ENHANCEMENT	PUNKTE
Sanctified in Slaughter	15 pts
Gore-stained Veterans	20 pts

ENHANCEMENTS — CULT OF BLOOD

ENHANCEMENT	PUNKTE
Brazen Form	25 pts
Butcher Lord	10 pts
Chosen of the Blood God	15 pts
Strategic Slaughter	20 pts

ENHANCEMENTS — GORETRACK ONSLAUGHT

ENHANCEMENT	PUNKTE
Aggressive Deployment	20 pts
Unleash Hell	10 pts
Infernal Infusion	25 pts
Murderous Onslaught	5 pts

ENHANCEMENTS — KHORNE DAEMONKIN

ENHANCEMENT	PUNKTE
Disciple of Khorne	15 pts
Blood-forged Armour	20 pts
Icon of War	25 pts
Blade of Endless Bloodshed	30 pts

ENHANCEMENTS — POSSESSED SLAUGHTERBAND

ENHANCEMENT	PUNKTE
Frenzied Focus	20 pts
Killing Clarity	15 pts

ENHANCEMENT	PUNKTE
Violent Demise	10 pts
Malicious Vigour	30 pts

ENHANCEMENTS — VESSELS OF WRATH

ENHANCEMENT	PUNKTE
Archslaughterer	30 pts
Gateways to Glory	10 pts