CHAOS - WORLD EATERS

GOREMONGERS

Blessings of Khorne | Infiltrators

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

70 PTS

Base 32mm

1 KOMMANDO

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2 BEWEGUNG

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".

3 BESCHUSS

Autopistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Blood harpoon ASSAULT

SUSTAINED HITS D3

R	A	BS	S	AP	D
18"	1	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

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5 NAHKAMPF

Chainblade LANCE

R	A	WS	S	AP	D
Melee	3	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W4 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
6+	–	–	–	–

REGELN & KEYWORDS KURZ

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.

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 deploym…

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.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

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

KEYWORDS Infantry, Grenades, Chaos, Khorne, Goremongers · **FRAKTION** World Eaters