

KHORNE BERZERKERS

M

8"

T

5

SV

3+

W

2

LD

6+

OC

2

170–330 PTS

Base 32mm



1KOMMANDO

—

2BEWEGUNG

—

3 BESCHUSS

Bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

► Plasma pistol - standard

PISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1–3

T4–6

T7

T8–13

T14+

► Plasma pistol - supercharge

HAZARDOUS

PISTOL

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

Blood Surge

In your opponent's Shooting phase, each time an enemy unit has shot, if any models from this unit were destroyed as a result of those attacks, this unit can make a Blood Surge move. To do so, roll one D6 and add 2 to the roll: models in this unit move a number of inches up to this result, but this unit must finish that move as close as possible to the closest enemy unit (excluding Aircraft). When doing so, those models can be moved within Engagement Range of that enemy unit. This unit cannot make a Blood Surge move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Blood Surge move per phase.

4 ANGRIFF

Murderous Charge

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

5 NAHKAMPF

Chainblade

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Khornate eviscerator

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

VERTEIDIGUNG

—

IMMER / EINMALIG

Icon 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.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+

3+

4+

5+

6+

S10+

S6–9

S5

S3–4

S1–2

RETTUNGSWURF JE DS

DS 0

DS –1

DS –2

DS –3

DS –4

3+

4+

5+

6+

–

REGELN & KEYWORDS KURZ

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...

PISTOL

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

AUFSTELLUNG

1x Khorne Berzerker Champion - Equipped with: Chainblade, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge

9x Khorne Berzerker

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