

Blessings of Khorne

Scouts 6"

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

125–250 PTS

Base 40mm

1KOMMANDO

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2BEWEGUNG

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3BESCHUSS

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.

4ANGRIFF

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5NAHKAMPF

Chainblades

R	A	WS	S	AP	D
Melee	5	3+	8	-2	2

VERWUNDET

2+ T1–4	3+ T5–7	4+ T8	5+ T9–15	6+ T16+
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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.

VERTEIDIGUNG

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∞IMMER / EINMALIG

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GEGEN DIESE EINHEIT
Eightbound
W6 · RW 3+ · 5++ · 3 LP je Modell
WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 5++	DS -4 5++
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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.
Scouts 6" This ability always takes the form Scouts X".

AUFSTELLUNG
2-5x Eightbound - Equipped with: Chainblades
1x Eightbound Champion - Equipped with: Chainblades