

CHAOS - WORLD EATERS

MASTER OF EXECUTIONS

Leader

Blessings of Khorne

M8"

T5

SV3+

W4

LD6+

OC1

60 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

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.

3BESCHUSS

Bolt pistol **PISTOL**

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

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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4ANGRIFF

5NAHKAMPF

Axe of dismemberment

DEVASTATING WOUNDS **PRECISION**

R	A	WS	S	AP	D
Melee	5	2+	7	-2	2

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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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.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 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

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.

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.

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...

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

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 m...

AUFSTELLUNG

1x Master of Executions

Ausrüstung: Bolt pistol, Axe of dismemberment

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