KHORNE BERZERKERS

KHORNE BERZERKER CHAMPION

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
➤ 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
Chainblade	Melee	4	3+	5	-1	1
Khornate eviscerator	Melee	3	3+	8	-2	2

ABILITIES

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.

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.

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.