

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	4+	5	-1	1
► Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	4+	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

RULES - Blessings of Khorne

Blood Surge

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+2".

Icon of Khorne

If the bearer's unit contains 1 or more Icons 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.