

CHAOS - WORLD EATERS

# JAKHALS

65–120 PTS



JAKHAL PACK LEADER

| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 7" | 4 | 6+ | 1 | 7+ | 1  |

 RANGED WEAPONS

| WEAPON     |               | RANGE | A | BS | S | AP | D |
|------------|---------------|-------|---|----|---|----|---|
| Autopistol | <b>PISTOL</b> | 12"   | 1 | 4+ | 3 | 0  | 1 |

 MELEE WEAPONS

| WEAPON                   |  | RANGE | A | WS | S | AP | D |
|--------------------------|--|-------|---|----|---|----|---|
| Chainblades              |  | Melee | 3 | 4+ | 3 | 0  | 1 |
| Mauler chainblade        |  | Melee | 3 | 5+ | 4 | -1 | 2 |
| Paired manglers          |  | Melee | 4 | 4+ | 4 | 0  | 1 |
| Skullsmasher and mangler |  | Melee | 2 | 4+ | 4 | -1 | 2 |

AUFSTELLUNG

1x Jakhal Pack Leader - Equipped with: Autopistol, Chainblades  
1x Dishonoured w/ skullsmasher and mangler oder Dishonoured w/ paired manglers

**Basegrößen:** 28.5mm, Dishonoured 40mm

**Wargear Options:**

- This unit can replace its 8 chainblades with 2 mauler chainblades, 15 chainblades, 17 chainblades, 1 mauler chainblade, 7 chainblades or 1 mauler chainblade, 16 chainblades.

ABILITIES

**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.

**Objective Ravaged**

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

WEAPON RULES

**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.



## CORE RULES

### ◆ 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. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

