

## ENHANCEMENTS

## Sanctified in Slaughter

15 pts

This unit has +1OC.

## Gore-stained Veterans

20 pts

This unit's melee attacks have +1 WS.

## DETACHMENT-REGEL

At the start of the Fight phase, if a friendly TERMINATOR SQUAD unit is engaged, make a Blessings of Khorne roll and use the results to activate one Blessing of Khorne. Until the end of the phase, that Blessing of Khorne is active for friendly TERMINATOR SQUAD units in addition to any other Blessings of Khorne that are currently active.

## STRATAGEMS

2 CP

BUTCHERS OF KHORNE STRATAGEM · WAHAPEDIA

SHOOTING

## WRATH BEYOND REASON

**When:** Your opponent's Shooting Phase, when an enemy unit targets a friendly TERMINATOR SQUAD unit.

**Target:** That TERMINATOR SQUAD unit.

**Effect:** Ranged attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP

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FIGHT

## A TROPHY FOR THE THRONE

**When:** Fight phase, when a friendly TERMINATOR SQUAD unit is selected to fight.

**Target:** That TERMINATOR SQUAD unit.

**Effect:** Your unit's attacks that target a MONSTER/VEHICLE unit have +1 to wound rolls.

1 CP

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FIGHT

## FOCUSED FEROCITY

**When:** Fight phase, when a friendly TERMINATOR SQUAD unit is selected to fight.

**Target:** That TERMINATOR SQUAD unit.

**Effect:** Your unit's melee attacks have +1 A.