CHAOS - WORLD EATERS · DETACHMENT

VESSELS OF WRATH

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Archslaughterer — **30 pts**

(Once per battle, per army) In your Command phase, you can use this ability. If you do, every Blessing of Khorne is active for this unit until the start of your next turn.

Gateways to Glory — **10 pts**

This model has:

- MOBILE.

- +1 to charge rolls.

DETACHMENT-REGEL

When a friendly WORLD EATERS CHARACTER unit (excluding EPIC HERO units) is selected to fight, that unit's CHARACTER models' melee attacks can have:

• [CLEAVE 1]. • <u>Or:</u> +1 AP.

STRATAGEMS

1 CP — VESSELS OF WRATH STRATAGEM · WAHAPEDIA — MOVEMENT

PUNISH THE CRAVEN

When: Your opponent's Movement phase, when a unit is selected to make a fall-back move, if that unit is engaged with a friendly WORLD EATERS CHARACTER unit.
Target: That WORLD EATERS CHARACTER unit.
Effect: When an enemy unit engaged with your unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

1 CP — VESSELS OF WRATH STRATAGEM · WAHAPEDIA — FIGHT

ASPIRE TO INFAMY

When: Fight phase, when a friendly WORLD EATERS CHARACTER unit (excluding EPIC HERO units) is selected to fight.
Target: That WORLD EATERS CHARACTER unit.
Effect: Your unit's CHARACTER models' melee attacks have: +1 A. +2 S.

1 CP — VESSELS OF WRATH STRATAGEM · WAHAPEDIA — ANY

SCORN THE WITCH

When: Any phase, when a friendly WORLD EATERS CHARACTER unit (excluding EPIC HERO units) suffers a mortal wound.
Target: That WORLD EATERS CHARACTER unit.
Effect: Your unit has Feel No Pain 4+ against mortal wounds.