

CHAOS - WORLD EATERS

CULT OF BLOOD

6 Stratagems · 4 Enhancements



2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Brazen Form

25 pts

Add 1 to the bearer's Toughness characteristic and the bearer has the Feel No Pain 5+ ability.

Butcher Lord

10 pts

The bearer has the Infiltrators ability.

Chosen of the Blood God

15 pts

Add 3" to the range of the bearer's Aura abilities.

Strategic Slaughter

20 pts

After both players have deployed their armies, select up to 3 Jakhals and/or Goremongers units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

DETACHMENT RULE

At the start of your Command phase, you can select one of the Idols of Khorne abilities listed below. Until the start of your next Command phase, that ability is active, and its effects apply to all World Eaters Titanic and World Eaters Monster units from your army. You can only select each Idols of Khorne ability once per battle.

Idol of Infinite Rage (Aura)

While a friendly Jakhals or Goremongers unit is within 6" of this model (or within 9" if this model is Titanic), each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

Idol of Burning Wrath (Aura)

While a friendly Jakhals or Goremongers unit is within 6" of this model (or within 9" if this model is Titanic), add 1" to the Movement characteristic of models in that unit and add 1 to Advance and Charge rolls made for that unit.

Idol of Blessed Blood (Aura)

While a friendly Jakhals or Goremongers unit is within 6" of this model (or within 9" if this model is Titanic), models in that unit have a 4+ invulnerable save.

Jakhals or Goremongers units from your army have the Battleline keyword.

STRATAGEMS (6/6)

2 CP CULT OF BLOOD – EPIC DEED STRATAGEM

COMMAND

BRAZEN IDOL

When: Your Command phase.

Target: One World Eaters Monster or World Eaters Titanic unit from your army.

Effect: Select the Idol of Infinite Rage, Idol of Burning Wrath or Idol of Blessed Blood. Until the start of your next Command phase, that Idols of Khorne ability is active for your unit instead of any other Idols of Khorne ability that is active for your army, even if you have already selected that ability this battle.

Restriction: You can only use this Stratagem once per battle.

1 CP CULT OF BLOOD – STRATEGIC PLOY STRATAGEM

SHOOTING

IN THE SHADOW OF BRASS IDOLS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Jakhals or Goremongers unit from your army that was selected as the target as one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have the Feel No Pain 6+ ability. If your unit is within 6" of one or more friendly World Eaters Monster units, or within 9" of one or more friendly World Eaters Titanic units, your unit has the Feel No Pain 5+ ability instead.

1 CP CULT OF BLOOD – BATTLE TACTIC STRATAGEM **FIGHT**

BLOODTHIRSTY HORDE

When: Fight phase.

Target: One Jakhals or Goremongers unit from your army that has not been selected to fight this phase and is within Engagement Range of one or more enemy units.

Effect: Until the end of the phase, each time your unit is selected to fight, when determining which models in it are eligible to fight, any models in your unit that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

1 CP CULT OF BLOOD – STRATEGIC PLOY STRATAGEM **FIGHT**

FAIL NOT THE BLOOD GOD

When: Fight phase.

Target: One Jakhals or Goremongers unit from your army.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If that model's unit is within 6" of one or more friendly World Eaters Monster units, or within 9" of one or more friendly World Eaters Titanic units, you can re-roll the Hit roll instead.

1 CP CULT OF BLOOD – EPIC DEED STRATAGEM **ANY**

BLOODY VENGEANCE

When: Any phase.

Target: One World Eaters Monster or World Eaters Titanic unit from your army that was just destroyed by an enemy unit. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Until the end of the battle, each time a model in a Jakhals or Goremongers unit from your army makes an attack that targets the enemy unit that just destroyed your unit, you can re-roll the Hit roll.

2 CP CULT OF BLOOD – STRATEGIC PLOY STRATAGEM **ANY**

DRAWN TO THE SLAUGHTER

When: Any phase.

Target: One Jakhals unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength.

Restriction: This Stratagem cannot be used to return destroyed Character units to Attached units. You can only use this Stratagem once per battle.