CHAOS - WORLD EATERS

GORETRACK ONSLAUGHT

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Aggressive Deployment — 20 pts

In the Declare Battle Formations step, if the bearer starts the battle embarked within a Dedicated Transport, that Dedicated Transport has the Scouts 9" ability.

Unleash Hell — 10 pts

At the start of your Shooting phase, you can select one Vehicle model within 6" of the bearer or, if the bearer is embarked within a Transport, you can select that Transport model. Until the end of the phase, after the selected model has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Infernal Infusion — 25 pts

Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer's unit has the Fights First ability.

Murderous Onslaught — 5 pts

If the bearer's unit disembarked from a Transport this turn, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

DETACHMENT RULE

Each time a World Eaters unit from your army disembarks from a Transport, until then end of the turn, add 1 to Charge rolls made for that unit and that unit's melee weapons have the [Lance] ability.

STRATAGEMS (6/6)

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — MOVEMENT

AGGRESSIVE DISEMBARKATION

When: Your Movement phase.
Target: One World Eaters Rhino model from your army that has not been selected to move this phase.
Effect: One WORLD EATERS unit embarked within your RHINO can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of your RHINO and can be set up within Engagement Range of one or more enemy units.

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — MOVEMENT

FULL-THROTTLE ASSAULT

When: Your Movement phase.
Target: One World Eaters Rhino model from your army that has not been selected to move this phase.
Effect: Until the end of the phase, each time a WORLD EATERS unit disembarks from that model after it has made a Normal move, that unit makes an assault disembark move (Core Rules, 18.06) for that disembarkation.

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — MOVEMENT

SMASH THROUGH

When: Your Movement phase.
Target: One World Eaters Vehicle model from your army that has not been selected to move this phase.
Effect: Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features.

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — SHOOTING

FURY UNLEASHED

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One WORLD EATERS RHINO model from your army that has one or more wounds remaining and was hit by one or more of the attacking unit's attacks.
Effect: One KHORNE BERZERKERS unit embarked within your model can make a disembark move and then make a surge move of up to D6+2".
Restriction: A unit cannot be targeted by this Stratagem and the Unrelenting Advance Stratagem in the same phase.

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — SHOOTING

UNRELENTING ADVANCE

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One World Eaters Vehicle model from your army that was hit by one or more of the attacking unit's attacks.
Effect: Your model can make a Normal move of up to 6".
Restriction: A unit cannot be targeted by this Stratagem and the Fury Unleashed Stratagem in the same phase.

1 CP GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM — FIGHT

ENDLESS PURSUIT OF VIOLENCE

When: End of the Fight phase.
Target: One World Eaters Infantry unit from your army and one friendly Transport that it is able to embark within.
Effect: If your WORLD EATERS INFANTRY unit is wholly within 6" of that TRANSPORT, it can embark within it.