CHAOS - WORLD EATERS · DETACHMENT

BUTCHERS OF KHORNE

1 DP · TAKE AND HOLD

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 — BUTCHERS OF KHORNE STRATAGEM · WAHAPEDIA — 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 — BUTCHERS OF KHORNE STRATAGEM · WAHAPEDIA — 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.