

CHAOS - WORLD EATERS

GOREMONGERS

75 PTS

BLOOD HERALD

M	T	SV	W	LD	OC
9"	4	6+	1	7+	1

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Blood harpoon ASSAULT SUSTAINED HITS D3	18"	1	4+	5	-1	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblade LANCE	Melee	3	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

1x Blood Herald - Equipped with: Autopistol, Chainblade, Close combat weapon
7x Goremonger w/ blood harpoon oder Goremonger w/ 2 pistols oder
Goremonger w/ chainblade

ABILITIES

Loping Speed

In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

WEAPON RULES

ASSAULT

Units containing one or more models with an ASSAULT weapon can shoot using **assault** shooting (10.05).

LANCE

Each time an attack is made with a LANCE weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL

PISTOL and CLOSE-QUARTERS are identical for all rules purposes.

Units containing one or more models with a CLOSE-QUARTERS weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its CLOSE-QUARTERS weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form SUSTAINED HITS X. Each time an attack made with a SUSTAINED HITS weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a SUSTAINED HITS 2 weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the SUSTAINED HITS 2 ability).



CORE RULES

◆ Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

