

KHORNE BERZERKERS

170–330 PTS



KHORNE BERZERKER CHAMPION

M	T	SV	W	LD	OC
8"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	4+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblade	Melee	4	3+	4	-1	1
Khornate eviscerator	Melee	3	3+	8	-2	2

AUFSTELLUNG

1x Khorne Berzerker Champion - Equipped with: Chainblade, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge
9x Khorne Berzerker

Wargear Options:

- Each Khorne Berzerker Champion can replace its Bolt pistol with Plasma pistol.

ABILITIES

Blood Surge

In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6+2".

Icon of Khorne

If the bearer's unit contains 1 or more Icons of Khorne, each time the bearer's unit destroys an enemy unit, you gain one Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost.

WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.



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.

