

BERZERKER WARBAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Berzerker Glaive

35 pts

Add 1 to the Attacks and Damage characteristics of melee weapons (excluding Extra Attacks weapons) equipped by the bearer.

Helm of Brazen Ire

30 pts

Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.

Battle-lust

20 pts

You can re-roll Charge rolls made for the bearer's unit. In addition, while the Unbridled Bloodlust Blessing of Khorne is active for your army, add 1 to Charge rolls made for the bearer's unit.

Favoured of Khorne

20 pts

Each time you make a Blessings of Khorne roll, if the bearer is on the battlefield, you can re-roll up to 2 of the D6 rolled.

DETACHMENT RULE

Each time a World Eaters unit from your army makes a Charge move, until the end of the turn, add 1 to the Attacks characteristic and add 2 to the Strength characteristic of melee weapons equipped by models in that unit.

STRATAGEMS (6/6)

1 CP

BERZERKER WARBAD – STRATEGIC PLOY
STRATAGEM

MOVEMENT

APOPLECTIC FRENZY

When: Your Movement phase, just after a KHORNE BERZERKERS unit from your army is selected to Advance.

Target: That Khorne Berzerkers unit.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

BERZERKER WARBAD – STRATEGIC PLOY
STRATAGEM

SHOOTING

BERZERKER'S WRATH

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One Khorne Berzerkers unit from your army that can make a Blood Surge move as a result of those attacks.

Effect: Do not roll a D6 to determine how far models in your unit can move when they make their Blood Surge move. Instead, when making their Blood Surge move, these models can move up to 8".

2 CP BERZERKER WARBAND – BATTLE TACTIC STRATAGEM **FIGHT**

FRENZIED RESILIENCE

When: Fight phase, just after an enemy unit has selected its targets.

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

Effect: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP BERZERKER WARBAND – BATTLE TACTIC STRATAGEM **FIGHT**

HACK AND SLASH

When: Fight phase.

Target: One World Eaters unit from your army that has not been selected to fight this phase and that made a charge move this turn.

Effect: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1.

1 CP BERZERKER WARBAND – STRATEGIC PLOY STRATAGEM **FIGHT**

SKULLS FOR THE SKULL THRONE!

When: Fight phase, just after a WORLD EATERS unit from your army destroys a CHARACTER or MONSTER model.

Target: That World Eaters unit.

Effect: Make a Blessings of Khorne roll and use the results to activate one Blessing of Khorne. Until the end of the battle round, that Blessing of Khorne is active in addition to any other Blessings of Khorne that are currently active.

1 CP BERZERKER WARBAND – EPIC DEED STRATAGEM **ANY**

BLOOD OFFERING

When: Any phase.

Target: One World Eaters unit from your army that was just destroyed while it was within range of one or more objective markers you controlled at the end of the previous phase. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Select one of those objective markers. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.