

VESSELS OF WRATH

ENHANCEMENTS

Archslaughterer

30 pts

(Once per battle, per army) In your Command phase, you can use this ability. If you do, every Blessing of Khorne is active for this unit until the start of your next turn.

Gateways to Glory

10 pts

This model has:

- MOBILE.
- +1 to charge rolls.

DETACHMENT-REGEL

At the start of the battle round, after activating Blessings of Khorne, you can select one or more models from your army from those listed below (including models that are embarked within Transports):

- World Eaters Character (excluding Epic Heroes) • Eightbound Champion • Exalted Eightbound Champion • Khorne Berzerkers Champion • World Eaters Terminator Champion

You can select the same type of model multiple times. The maximum number of models you can select depends on the battle size, as follows:

INCURSION:	2 MODELS
STRIKE FORCE:	3 MODELS
ONSLAUGHT:	4 MODELS

Until the end of the battle round, each of those models has the VESSEL OF WRATH keyword (we recommend marking such models with a suitable token). Then, select one Blessing of Khorne that is not currently active for your army. Until the end of the battle round, that Blessing of Khorne is active for VESSEL OF WRATH units from your army in addition to any others that are active for your army.

STRATAGEMS

1 CP VESSELS OF WRATH STRATAGEM

MOVEMENT

The Blood God is said to detest cowards. Meting out punishment

When: Your opponent's Movement phase, when a unit is selected to

Target: One BLOODLETTERS unit from your army that is in Reserves.

Effect: Set your unit up anywhere on the battlefield wholly within 9"

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FIGHT

Feeling that the Blood God's eye must surely be sweeping the

When: Fight phase, when a friendly WORLD EATERS CHARACTER unit

Target: That WORLD EATERS CHARACTER unit.

Effect: Your unit's CHARACTER models' melee attacks have:

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Those who feel Khorne's blessings burning through their bodies

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Effect: Your unit has Feel No Pain 4+ against mortal wounds.

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