Word Bearers

*The Word Bearers were the first to pledge their allegiance to the chaos gods, and are since then the most devoted of their followers.*

The Word Bearers follow *Chaos Undivided*, and may choose any God as their alignment.

## Special Rules

Bearers of the Word

All Word Bearers start at one Devotion Level higher than usually, up to level 3. This does not cost any additional points.

Blood Sacrifice

By reducing their max HP by one before the game, a Word Bearer may bring an offering to their chosen god and receive an additional Chaos Power.

## Gal Vorbak

*The Gal Vorbak were the first to fly into the Eye of Terror, and the first to accept daemons into their body and mind, giving them demonic powers far beyond any of their brother’s.*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| HP | MM | CS | Crit | PL | PM | Gear | Cost |
| 5 | 12 | 12 | 2 | - | - | - | 100P |

|  |  |  |  |
| --- | --- | --- | --- |
| Rules: | Gal Vorbak, Daemon | Devotion: | Level III |

### Equipment

A Gal Vorbak carries a Doombolter in *Human Form* and two Daemon Claws in *Daemon Form*.

### Wargear

Gal Vorbak can use all weapons in *Human Form* except heavy weapons. In *Daemon Form*, they may not change their weapons.

***Gal Vorbak***Their symbiosis with a daemon allows them to let the daemon take over to harness its daemonic powers. Once per round, a Gal Vorbak may switch from *Human Form* to *Daemon Form* or back. While in *Human Form*, the daemon strengthens them in battle, and they may reroll two dice per round. While in *Daemon Form*, the daemon takes over and transforms into a winged daemonic version of the Space Marine, granting *Fast, Regardless* and +2 attacks in melee combat.