World Eaters

*The World Eaters had the Butcher’s Nails hammered into their skulls, forcing them to constantly strive for battle and bloodshed. Once unleashed, the World Eaters will butcher anything that is in range, with no regards for themselves.*

The World Eaters are devoted to Khorne, the Blood God, and may not choose a different alignment.

## Special Rules

Butcher’s Nails

When an enemy is within 15cm, the World Eater *must* move/charge and attack them (if they have AP left). Additionally, they always get +4 Damage in melee combat, but their DF is 0. They also get a -5 malus to Marksmanship.

Feel no Pain

As long as a World Eater is in melee range, they may survive a deadly wound on a <15.