
























CHAOS																	
Heretic Astartes - World Eaters										JAKHALS - Skullcrusher Marauders					150 Pts		
15																	
	6"			5+	5+	4	3				1	2	3	8+	1	6+	
Unit Aptitudes																	
Objective Ravaged		At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.															
Mark of Khorne		Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.															
Unit Special Rules																	
Frag Grenades / Furious Charge / Feel no Pain (6+)																	
Weapons											Nb		Pts				
Jakhal chainblades					Melee	User	+1	0	1	Melee - Sustained Hits 1		12					
Cultist firearm					12"	1	3	0	1	Pistol		15					
Dishonoured chainblades					Melee	+1	+1	0	1	Melee		1					
Mauler chainblade					Melee	User	+2	-1	2	Melee - Concussive		1					
Skullsmasher					Melee	+2	+1	-1	2	Melee - Shred		1					
Faction Aptitudes															Unit type		
Incarnate Violence	Bloodlust	Blood Madness			Blessing of Khorne			Berserker Assault			Infantry						