

CHAOS

Heretic Astartes - World Eaters

KHORNE BERZERKERS - Axe-Fury Vanguard

386 Pts

10



6"



3+



3+



5



4



2



3



4



6+



2



3+



Unit Aptitudes

Blood Surge

Each time an enemy unit is selected to shoot, after that unit has finished making its attacks, if any models from this unit were destroyed as a result of those attacks, this unit can make a Blood Surge move. To do so, roll one D6: this unit can be moved a number of inches up to the result, but this unit must finish that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, those models can be moved within Engagement Range of that enemy unit. A unit cannot make a Blood Surge move while it is Battle-shocked.

Seal of Khorne

Each time you make a Blessings of Khorne roll, if the bearer's unit is within range of an objective marker you control, you can re-roll one of the dice.

Icon of Wrath

All model in a unit equipped with an Icon of Wrath can re-roll charge range and improve the Armour Penetration characteristic of Melee attacks by 1.







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 & Krak Grenades / Precision Strike / Fearless / Furious Charge

Psychic Domains

Weapons							Pts
Power axe	Melee	User	+2	-2	1	Melee - Unwieldy	10
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	10
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	12
Bolt pistol	12"	1	4	0	1	Pistol	0
Berzerker chainaxe	Melee	User	User	-2	2	Melee - Unwieldy - Devastating Wounds	54