

CHAOS

Heretic Astartes - World Eaters

15



6"



5+



5+



4



3



1



2



3



8+



1



6+



JAKHALS - Skullcrusher Marauders

150 Pts

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