




















CHAOS										KHORNE BERZERKERS - Rageblade Ravagers										377 Pts	
Heretic Astartes - World Eaters																					
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																					
Weapons														Nb	Pts						
Power sword				Melee	User	+1	-3	1	Melee					1	10						
Plasma pistol - Standard				12"	1	7	-2	1	Pistol					2	10						
Plasma pistol - Supercharge				12"	1	8	-3	2	Pistol - Gets Hot					2	12						
Bolt pistol				12"	1	4	0	1	Pistol					8							
Berzerker chainsword				Melee	User	User	-1	1	Melee - Extra Attacks					9	45						
Faction Aptitudes														Unit type							
Incarnate Violence		Bloodlust		Blood Madness			Blessing of Khorne		Berserker Assault			Infantry									