

CHAOS

Heretic Astartes - World Eaters

10



7"



3+



3+



5



4



3



5



4



6+



1



3+



5++/4++

POSSESSED - Dæmonspawn Fiends

350 Pts

Unit Aptitudes

Unholy Bloodshed

Each time this unit makes a Dark Pact, until the end of the phase, weapons equipped by models in this unit have the Devastating Wounds special rules.

Vessels of Chaos

Each unit locked in combat roll a D3 at the start of the Fight sub-phase:
D3 Mutation
1 Strength of the Damned: re-roll all failed To Wound rolls.
2 Vorpals Claws: Melee weapons are AP3.
3 Supernatural Speed: +1 Attack and +1 Initiative.

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

Furious Charge / Fearless / Fleet / Daemon / Bulky

Weapons



Melee



User



User



-1



2

Melee



Nb

Pts

Hideous Mutations

10

50

Faction Aptitudes

Unit type

Incarnate
Violence

Bloodlust

Blood Madness

Blessing of
Khorne

Berserker
Assault

Infantry