CHAOS						KHORNE BERZERKERS - Axe-Fury Vanguard										386 Pts		
Heretic Astartes - World Eaters							IXII					AC-I ui	y varie	uara		-	1 10	
10	₹		<u> </u>	, N	(<u> </u>		6		(M	74		©			
	6"			3+	3+	5	4				2	3	4	6+	2	3+		
							Uni	t Aptitı	ıdes									
Blood Surge Seal of Khorne Icon of Wrath Mark of Khorne			Each tin of the diattacks b	of those at a lt, but this can be more you made. el in a unity 1.	ttacks, this unit must oved within tke a Bless	s unit can t finish th n Engage sings of I d with an	n make a mat move ement Ran Khorne ro	Blood Su as close a age of tha oll, if the l Wrath ca	rge move s possible it enemy pearer's u	To do e to the cunit. A unit is with the charge rate and the charg	making its so, roll one closest ener unit cannot thin range or ange and in made a characteristics.	e D 6: this my unit (make a l of an obj	s unit can excluding Blood Sur ective ma	be moved Flyer). W rge move w rker you co	a numb hen doi while it is ontrol, y ion char	oer of inching so, tho is Battle-shou can re-	nes up se nocked roll or	
							Unit S	Special	Rules									
Frag & Krak Gre	nades / Pr	recision S	trike / Fea	arless / Fu	rious Cha	rge												
Weapons					*	k	•	•	O	•			Ø			Nb	Pts	
Power axe					Me	lee	User	+2	- 2	1	Melee - U	Unwieldy				1	10	
Plasma pistol - St	tandard				12	2"	1	7	- 2	1	Pistol					2	10	
Plasma pistol - S	upercharge	e			12	2"	1	8	- 3	2	Pistol - G	ets Hot				2	12	
Bolt pistol					12	2"	1	4	0	1	Pistol					8		
Berzerker chaina	ıxe				Me	lee	User	User	- 2	2	Melee - U	Jnwieldy	- Devasta	ating Wou	nds	9	54	
					Fa	ction A	Aptitud	es							Ţ	Jnit typ	e	
Incarnate Violence Bloodlust				Blood Madness			Blessing of Khorne			erker sault						Infantry		