

CHAOS KILBANE, BERZBERGER, D. 11.1 D. 877 D.

Heretic Astartes - World Eaters

6"	3+	3+	5	4			2	3	4	6+	2	3+
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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 Flyer). 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

Power sword	Melee	User	+1	-3	1	Melee	1	10
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Plasma pistol - Standard	12"	1	7	-2	1	Pistol	2	10
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Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	2	12
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Bolt pistol	12"	1	4	0	1	Pistol	8
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Berzerker chainsword	Melee	User	User	-1	1	Melee - Extra Attacks	9	45
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Faction Aptitudes	Unit type
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Incarinate Violence	Bloodlust	Blood Madness	Blessing of Khorne	Berserker Assault	Infantry
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