
























CHAOS																	
Heretic Astartes - World Eaters										POSSESSED - Dæmonspawn Fiends					350 Pts		
10																	
	7"			3+	3+	5	4				3	5	4	6+	1	3+	5++/4++
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		Vorpal 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														Nb	Pts		
Hideous Mutations					Melee	User	User	-1	2	Melee				10	50		
Faction Aptitudes															Unit type		
Incarnate Violence	Bloodlust	Blood Madness			Blessing of Khorne			Berserker Assault						Infantry			