























CHAOS							HELDRAKE - Skullreaper Fury										193 Pts	
Heretic Astartes - World Eaters																		
1																		
Full HP	20-30"	30-45"	18"	3+	3+	9		15	13	13	12	6	4	6+	3+	5++/4++		
Mid HP	13-20"	19-30"	12"	4+	4+	9		14	12	12	8	5	4	7+	3+	5++/4++		
Low HP	7-10"	10-15"	6"	5+	5+	9		13	11	11	4	4	4	8+	3+	5++/4++		
Unit Aptitudes																		
Dæmonforge			For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll a D6 and lose a Hull Point (no saves) if you roll a 1.															
Dæmonic Possession			Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+ for each Wound inflicted.															
Airborne Predator			Each time this model makes an attack that targets a unit that can Fly, add 1 to the Hit roll.															
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.															
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.															
Unit Special Rules																		
Furious Charge / Fear / Daemon / It Will Not Die / Flyer																		
Weapons														Nb	Pts			
Hades autocannon					36"	6	8	-1	2	Heavy - Pinning				1	23			
Vehicles close combat					Melee	User	User	0	1	Melee				1				
Faction Aptitudes															Unit type			
Incarnate Violence	Bloodlust		Blood Madness			Blessing of Khorne			Berserker Assault			Vehicle						