

## Heretic Astartes - World Eaters

## Assault Company, The Twice Un-slain, The Ender

181 Pts

1



6"

 $3_+$  $2_+$ 

6



4



7



6



5



6+



1



3+

 $4_{++}/4_{++}$ 

## Unit Aptitudes

## Legendary Killer

While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

## The Betrayer

At the end of your Charge phase, if this model is leading a unit and that unit is not within Engagement Range of one or more enemy units, you must take a Leadership test for this model. If that test is failed, one Bodyguard model of your choice in that unit is destroyed.

## Berzerker Frenzy

If this model is destroyed by a melee attack, if it has not fought this phase, do not remove it from play. It can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

## Terrifying Assault

At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this special rule must take a Battle-shock test.

## Fearsome (Aura)

While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.







## 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

Independent Character / Frag &amp; Krak Grenades / Precision Strike / Fearless / Furious Charge / Rampage

## Psychic Domains

Weapons							Pts
Gorechild	Melee	User	+2	-2	3	Melee - Master-crafted - Armourbane - Fleshbane	0
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	5
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	6