

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

 Faction Aptitudes
 Unit type

 Incarnate Violence
 Bloodlust
 Blood Madness
 Blessing of Khorne
 Berserker Assault
 Infantry



Unit Aptitudes

Lord of Chaos

Once per battle round, one unit from your army with this special rule can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

Chance for Glory

Once per battle, at the start of the Fight phase, this model can use this special rule. If it does, until the end of the phase, improve the Strength, Attacks, Armour Penetration and Damage characteristics of melee weapons equipped by this model by 1.

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 & Krak Grenades / Precision Strike / Fearless / Furious Charge

Mark of Khorne

Weapons	*	(()	Ø,	Pts
Dæmon blade	Melee	+1	+3	-3	D 3	Melee - Devastating Wounds - Hazardous	20
Exalted weapon	Melee	+2	+1	-2	2	Melee	16
	Faction	Aptitudes					Unit type
	Tacuon						omit type

Blessing of Khorne Berserker Assault

Infantry

Incarnate Violence

Bloodlust

Blood Madness



Unit Aptitudes

Trophy Taker Each time this model destroys an enemy Character model, you gain 1CP.

Warp-sighted Butcher

While this model is leading a unit, each time a model in that unit makes a melee attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that unit is Below Half-strength, you can re-roll the Wound roll as well.

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

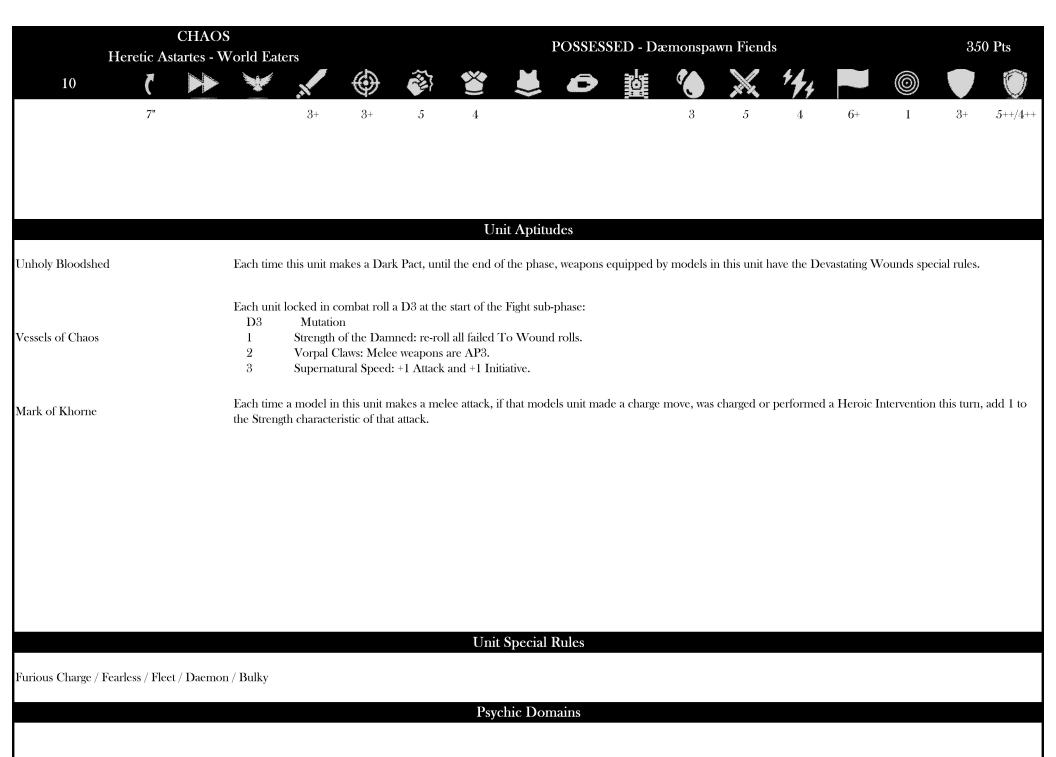
Independent Character / Frag & Krak Grenades / Precision Strike / Fearless / Furious Charge

Mark of Khorne

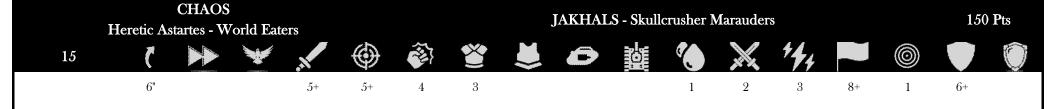
*	((3)	⇔	Pts
Melee	User	+3	-2	2	Melee - Unwieldy Two Handed - Devastating Wounds	15
12"	1	4	0	1	Pistol	
		Melee User	Melee User +3	Melee User +3 -2	Melee User +3 -2 2	Melee User +3 -2 2 Melee - Unwieldy Two Handed - Devastating Wounds

 Faction Aptitudes
 Unit type

 Incarnate Violence
 Bloodlust
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 Berserker Assault
 Infantry



Weapons		() ((i) (j)	₫	Pts
Hideous Mutations	Melee	User User	-1 2 Melee		50
	Faction	Aptitudes			Unit type
Incarnate Violence Bloodlust	Blood Madness		Berserker Assault		Infantry



Unit Aptitudes

Objective Ravaged

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

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

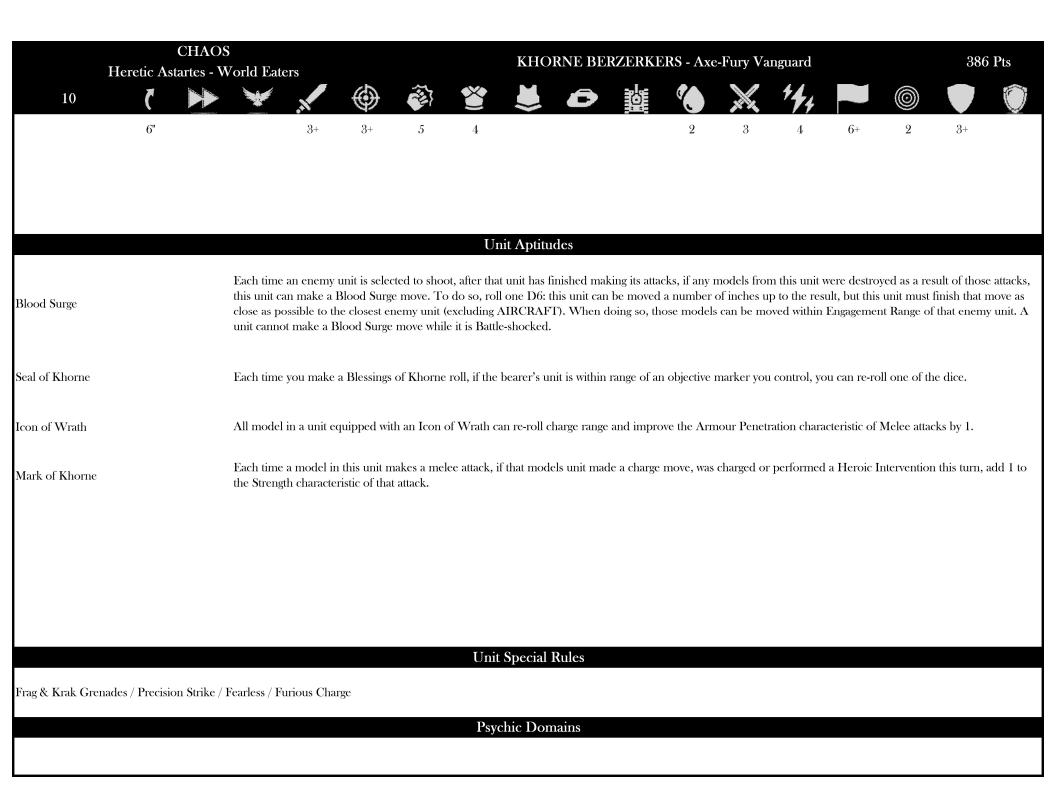
Frag Grenades / Furious Charge / Feel no Pain (6+)

Mark of Khorne

Weapons	₩.	(₫	Pts
Jakhal chainblades	Melee	User	+1	0	1	Melee - Sustained Hits 1	
Cultist firearm	12"	1	3	0	1	Pistol	
Dishonoured chainblades	Melee	+1	+1	0	1	Melee	
Mauler chainblade	Melee	User	+2	-1	2	Melee - Concussive	
Skullsmasher	Melee	+2	+1	-1	2	Melee - Shred	

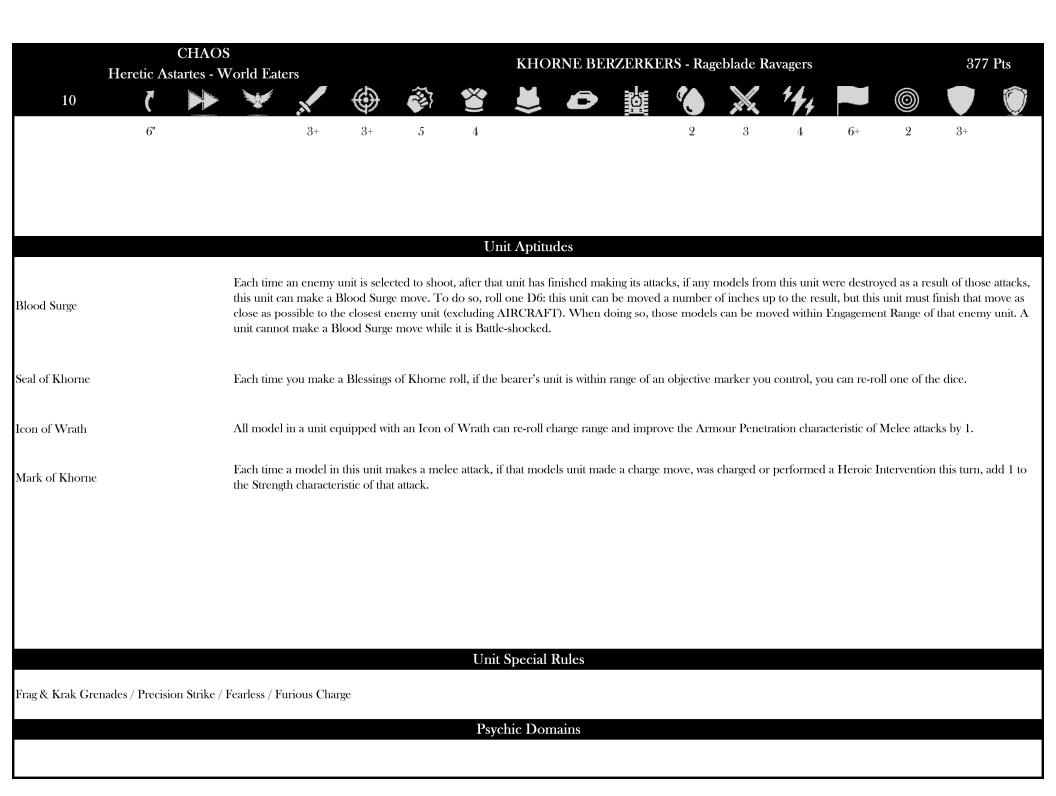
Unit type Faction Aptitudes Incarnate Violence Infantry

Bloodlust Blood Madness Blessing of Khorne Berserker Assault



Weapons	数	(O	(7)	₫	Pts	
Power axe	Melee	User	+2	-2	1	Melee - Unwieldy	10	
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	10	
Plasma pistol - Supercharge	12"	1	8	- 3	2	Pistol - Gets Hot	12	
Bolt pistol	12"	1	4	0	1	Pistol		
Berzerker chainaxe	Melee	User	User	-2	2	Melee - Unwieldy - Devastating Wounds	54	

Incarnate Violence Bloodlust Blood Madness Blessing of Khorne Berserker Assault Infantry



Weapons	*	(U	4	₫	Pts
Power sword	Melee	User	+1	-3	1	Melee	10
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	10
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	12
Bolt pistol	12"	1	4	0	1	Pistol	
Berzerker chainsword	Melee	User	User	-1	1	Melee - Extra Attacks	45
							,

Incarnate Violence Bloodlust Blood Madness Blessing of Khorne Berserker Assault Infantry

He		CHAOS artes - W		ers					HELD	RAKE -	Skullreap	er Fury				19	3 Pts
1	7		W		(4)	TEN TO			6			X	+4+		0		O
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+
							T	· · .	1								
							Ur	iit Aptitu	aes								
emonforge					Assault pha (no saves) i			el may re-r	oll all failed	. To Wour	id roll and	all failed ai	mor penetr	ation rolls.	At the end	of that ph	nase, roll
emonic Possession			Reduce by	1 the Dan	nage charac	teristic of v	veapon targ	etting this u	unit on a rol	ll of a 3+.							

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	*	(8	U			Q,	Pt
ades autocannon	36"	6	8	-1	2	Heavy - Pinning		28
ehicles close combat	Melee	User	User	0	1	Melee		
	Fac	ction Aptitudes						Unit type
ncarnate Violence Bloodlust	Blood Madness			Berserker	r Assault	·		Vehicle