

**CHAOS**  
**Heretic Astartes - World Eaters**

## 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



# CHAOS

## Heretic Astartes - World Eaters

## 156 Pts

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

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.

## Psychic Domains



## CHAOS

### Heretic Astartes - World Eaters

## MASTER OF EXECUTIONS - Vornath the Skulltaker

95 Pts

1



6"



3+



2+



5



4



4



5



4



6+



1



3+



### 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.

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 & Krak Grenades / Precision Strike / Fearless / Furious Charge

### Psychic Domains



## 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

## Psychic Domains

Weapons								Pts
Hideous Mutations		Melee	User	User	-1	2	Melee	50
Faction Aptitudes								Unit type
Incarnate Violence	Bloodlust	Blood Madness	Blessing of Khorne	Berserker Assault				Infantry



CHAOS

Heretic Astartes - World Eaters

JAKHALS - Skullcrusher Marauders

150 Pts

15



6"



5+



5+



4



3



1



2



3



8+



1



6+



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

Psychic Domains



## Heretic Astartes - World Eaters

6"



3+



3+



5



4



2



3



4



6+



2



3+



## 386 Pts

## 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 AIRCRAFT). 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 &amp; Krak Grenades / Precision Strike / Fearless / Furious Charge

## Psychic Domains

Weapons								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
Faction Aptitudes								Unit type
Incarnate Violence	Bloodlust	Blood Madness	Blessing of Khorne	Berserker Assault				Infantry

CHAOS

Heretic Astartes - World Eaters

KHORNE BERZERKERS - Rageblade Ravagers

377 Pts

10



6" 3+ 3+ 5 4 2 3 4 6+ 2 3+







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 AIRCRAFT). 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

Psychic Domains

Weapons								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

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 D6 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+.														
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																	
Psychic Domains																	

