

Chaos - World Eaters - Unnamed list - (2000 pts)

Army Roster (Chaos - World Eaters) (2000 pts)

<b>Configuration</b>	
<b>Battle Size</b>	
<b>Blessings of Khorne Reference</b>	Blessings of Khorne: 1. Rage-fuelled Invigoration, 2. Wrathful Devotion, 3. Martial Excellence, 4. Total Carnage, 5. Warp Blades, 6. Unbridled Bloodlust
<b>Detachment Choice</b>	Berzerker Warband
<b>Show/Hide Options</b>	Unaligned Fortifications are visible, Unaligned Forces are visible, Titans are visible, Legends are visible, Khorne Daemons are visible, Chaos Knights are visible
<b>Epic Hero (675 pts)</b>	
<b>Angron (1) (435 pts)</b>	Rules: Deadly Demise D6, Deep Strike, Blessings of Khorne Unit: Angron Abilities: Invulnerable Save[1], Reborn in Blood, Wrathful Presence, Damaged: 1-6 wounds remaining, Relentless Rage Wrathful Presence: Glorious Bloodletting (Aura), Infectious Rage (Aura), Righteous Slaughter (Aura) Melee Weapons: Samni'arius and Spinegrinder - strike, Samni'arius and Spinegrinder - sweep
<b>Khârn the Betrayer (1) (100 pts)</b>	Rules: Leader, Blessings of Khorne, Pistol Unit: Khârn the Betrayer Abilities: Legendary Killer, The Betrayer, Berserker Frenzy, Invulnerable Save[1], Leader[1], Relentless Rage Melee Weapons: Gorechild Ranged Weapons: Khârn's plasma pistol
<b>Lord Invocatus (1) (140 pts)</b>	Rules: Leader, Scouts 6", Blessings of Khorne, Pistol, Devastating Wounds, Extra Attacks, Lance Abilities: Invulnerable Save[1], Counter-attacks, Road of Eight Bloody Steps, Leader[2], Relentless Rage Unit: Lord Invocatus Ranged Weapons: Bolt pistol Melee Weapons: Coward's Bane, Juggernaut's bladed horn
<b>Battleline (425 pts)</b>	
<b>Jakhals (10) (65 pts)</b>	A: 8 chainblades, Icon of Khorne • 8x Jakhhal • Dishonoured w/ chainblades • Jakhhal Pack Leader  Rules: Feel No Pain 6+, Blessings of Khorne, Pistol, Sustained Hits Abilities: Objective Ravaged, Relentless Rage, Icon of Khorne Unit: Jakhhal Ranged Weapons: Autopistol (x2) (x4) Melee Weapons: Jakhhal chainblades (x2) (x4), Dishonoured chainblades
<b>Khorne Berserkers (5) (90 pts)</b>	Icon of Khorne • 3x Khorne Berserker • Khorne Berserker w/ alternate weapons: Plasma pistol, Khornate eviscerator • Khorne Berserker Champion: Plasma pistol  Rules: Blessings of Khorne, Pistol, Hazardous Abilities: Blood Surge, Relentless Rage, Icon of Khorne Unit: Khorne Berserker (x4) (x4) Melee Weapons: Berserker chainblade (x8) (x16), Khornate eviscerator (x4) (x4) Ranged Weapons: Plasma pistol - standard (x8) (x16), Plasma pistol - supercharge (x8) (x16), Bolt pistol (x4) (x4)
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<b>Infantry (590 pts)</b>	
<b>Eightbound (3)</b> <b>(140 pts)</b>	<ul style="list-style-type: none"> <li>• Eightbound Champion: Lacerators</li> <li>• 2x Eightbound</li> </ul> <p>Rules: Scouts 6", Blessings of Khorne  Unit: Eightbound (x4) (x4)  Abilities: Beacons of Rage (Aura), Invulnerable Save[2], Relentless Rage  Melee Weapons: Eightbound eviscerators (x2) (x2), Lacerators (x2) (x2)</p>
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<b>Exalted Eightbound (3)</b> <b>(155 pts)</b>	<ul style="list-style-type: none"> <li>• Exalted Eightbound Champion: Paired Eightbound chainfists</li> <li>• 2x Exalted Eightbound</li> </ul> <p>Rules: Feel No Pain 6+, Deep Strike, Blessings of Khorne, Twin-linked  Unit: Eightbound (x4) (x4)  Abilities: Overwhelming Wrath (Aura), Invulnerable Save[2], Relentless Rage  Melee Weapons: Eightbound eviscerator (x2) (x2), Eightbound chainfist (x2) (x2), Paired Eightbound chainfists (x2) (x2)</p>
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<b>Allied Units (310 pts)</b>	
<b>War Dog Brigand (1)</b> <b>(165 pts)</b>	<p>Havoc multi-launcher</p> <p>Rules: Deadly Demise D3, Melta, Blast, Indirect Fire  Unit: War Dog Brigand  Abilities: Brigand, Invulnerable Save[3], Damaged: 1-4 wounds remaining  Melee Weapons: Armoured feet  Ranged Weapons: Avenger chaincannon[2], Daemonbreath spear, Havoc multi-launcher[2]</p>
<b>War Dog Stalker (1)</b> <b>(145 pts)</b>	<p>Slaughterclaw, Avenger chaincannon, Havoc multi-launcher</p> <p>Rules: Deadly Demise D3, Blast, Indirect Fire  Unit: War Dog Stalker  Abilities: Stalker, Invulnerable Save[3], Damaged: 1-4 wounds remaining  Ranged Weapons: Havoc multi-launcher[1], Avenger chaincannon[1]  Melee Weapons: Slaughterclaw</p>

Rules:

<p><b>Deadly Demise D6</b></p>	<p>Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").</p>
<p><b>Deep Strike</b></p>	<p>During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.</p> <p>If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.</p>
<p><b>Blessings of Khorne</b></p>	<p>If your Army Faction is WORLD EATERS, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne from the Blessings of Khorne list. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded.</p> <p>Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.</p> <p>Example: Ash makes their Blessings of Khorne roll and gets the following dice: 1, 2, 2, 2, 3, 4, 6, 6. First they use the two 6s to activate Warp Blades (which requires a double 5+), leaving the following dice: 1, 2, 2, 2, 3, 4. They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4. However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.</p>
<p><b>Leader</b></p>	<p>While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.</p> <p>Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.</p> <p>Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.</p> <p>Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.</p>
<p><b>Pistol</b></p>	<p>Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.</p> <p>If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.</p>
<p><b>Scouts 6"</b></p>	<p>Some units have 'Scouts x"' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x", with the exception that, while making that move, the distance moved by each model in that unit can be greater than that model's Move characteristic, as long as it is not greater than x".</p> <p>DEDICATED TRANSPORT models can make use of any Scouts x" ability listed in their abilities, or a Scouts x" ability that a unit that starts the battle embarked within that DEDICATED TRANSPORT model has (provided only models with this ability are embarked within that Dedicated Transport model), regardless of how that embarked unit gained this ability (e.g. listed in their abilities, conferred by an Enhancement or by an attached Character, etc.).</p> <p>A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.</p>
<p><b>Devastating Wounds</b></p>	<p>Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.</p>
<p><b>Extra Attacks</b></p>	<p>Weapons with [EXTRA ATTACKS] in their profile are known as Extra Attacks weapons. Each time the bearer of one or more Extra Attacks weapons fights, it makes attacks with each of the Extra Attacks melee weapons it is equipped with and it makes attacks with one of the melee weapons it is equipped with that does not have the [EXTRA ATTACKS] ability (if any). The number of attacks made with an Extra Attacks weapon cannot be modified by other rules, unless that weapon's name is explicitly specified in that rule.</p>

<b>Lance</b>	Weapons with [LANCE] in their profile are known as Lance weapons. Each time an attack is made with such a weapon, if the bearer made a Charge move this turn, add 1 to that attack's Wound roll.
<b>Feel No Pain 6+</b>	Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.
<b>Sustained Hits</b>	Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x'
<b>Hazardous</b>	<p>Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, after that unit has resolved all of its attacks, for each Hazardous weapon that targets were selected for when resolving those attacks, that unit must take one Hazardous test. To do so, roll one D6: on a 1, that test is failed. For each failed test you must resolve the following sequence (resolve each failed test one at a time):</p> <ul style="list-style-type: none"> <li>% If possible, select one model in that unit that has lost one or more wounds and allocate those mortal wounds to that model.</li> <li>% Otherwise, if possible, select one model in that unit (excluding CHARACTER models) that has lost one or more wounds and allocate those mortal wounds to that model.</li> <li>% Otherwise, select one CHARACTER model in that unit equipped with one or more weapons and allocate those mortal wounds to that model.</li> </ul> <p>If a model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated to the selected model.</p> <p>If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge phase, any mortal wounds inflicted by Hazardous tests are allocated after the charging unit has ended its Charge move.</p>
<b>Twin-linked</b>	Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.
<b>Deadly Demise D3</b>	Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").
<b>Melta</b>	Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'.
<b>Blast</b>	Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).
<b>Indirect Fire</b>	<p>Weapons with [INDIRECT FIRE] in their profile are known as Indirect Fire weapons, and attacks can be made with them even if the target is not visible to the attacking model. These attacks can destroy enemy models in a target unit even though none may have been visible to the attacking unit when you selected that target.</p> <p>If no models in a target unit are visible to the attacking unit when you select that target, then each time a model in the attacking unit makes an attack against that target using an Indirect Fire weapon, subtract 1 from that attack's Hit roll, an unmodified Hit roll of 1-3 always fails, and the target has the Benefit of Cover against that attack. Weapons with the [TORRENT] ability cannot be fired using the [INDIRECT FIRE] ability.</p>

<b>Blessings of Khorne</b>	<b>Roll</b>
<b>1. Rage-fuelled Invigoration</b>	Any double
Add 2" to the Move characteristic of models in this unit.	
<b>2. Wrathful Devotion</b>	Any double
Models in this unit have the Feel No Pain 6+ ability. If models in this unit already have the Feel No Pain ability, add 1 to their Feel No Pain rolls.	
<b>3. Martial Excellence</b>	Double 3+
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.	
<b>4. Total Carnage</b>	Double 4+ or any triple
Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.	
<b>5. Warp Blades</b>	Double 5+ or any triple
Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.	
<b>6. Unbridled Bloodlust</b>	Double 6 or triple 4+
This unit is eligible to declare a charge in a turn in which it Advanced.	

<b>Unit</b>	<b>M</b>	<b>T</b>	<b>SV</b>	<b>W</b>	<b>LD</b>	<b>OC</b>
<b>Angron</b>	14"	11	2+	16	5+	6
<b>Khârn the Betrayer</b>	6"	4	3+	5	6+	1
<b>Lord Invocatus</b>	12"	6	2+	8	6+	2
<b>Jakhal</b>	6"	3	6+	1	7+	1
<b>Khorne Berserker (x4) (x4)</b>	6"	4	3+	2	6+	2
<b>Eightbound (x4) (x4)</b>	9"	6	3+	3	6+	1
<b>War Dog Brigand</b>	12"	10	3+	12	7+	8
<b>War Dog Stalker</b>	12"	10	3+	12	7+	8

<b>Abilities</b>
<b>Invulnerable Save[1]</b>
This model has a 4+ invulnerable save.
<b>Reborn in Blood</b>
Each time you make a Blessings of Khorne roll, if this model is destroyed, you can use a triple 6 from that roll to use this ability. If you do, this model is no longer destroyed and is placed into Reserves with its full wounds remaining.
<b>Wrathful Presence</b>
At the start of your Charge phase, select one Wrathful Presence ability. Until the start of your next Charge phase, this model has that ability.
<b>Damaged: 1-6 wounds remaining</b>
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
<b>Relentless Rage</b>
Each time a WORLD EATERS unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Strength and Attacks characteristics of melee weapons equipped by models in that unit.
<b>Legendary Killer</b>
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.
<b>The Betrayer</b>
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.
<b>Berserker Frenzy</b>
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.
<b>Leader[1]</b>
This model can be attached to the following unit: - KHORNE BERSERKERS
<b>Counter-attacks</b>
While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Fell Back.
<b>Road of Eight Bloody Steps</b>
At the start of the battle, before any moves are made using the Scouts ability, you can select up to two friendly WORLD EATERS INFANTRY units within 6" of this model. Until the end of the battle, all models in the selected units have the Scouts 6" ability.
<b>Leader[2]</b>
This model can be attached to the following units: - EIGHTBOUND - EXALTED EIGHTBOUND - KHORNE BERSERKERS
<b>Objective Ravaged</b>
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.
<b>Icon of Khorne</b>
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.
<b>Blood Surge</b>
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.
<b>Beacons of Rage (Aura)</b>

While a friendly WORLD EATERS unit is within 6" of this unit, each time a model in that unit makes a melee attack, re-roll a Wound roll of 1. If that attack targets a unit that is Below Half-strength, you can re-roll the Wound roll instead.

**Invulnerable Save[2]**

Models in this unit have a 5+ invulnerable save.

**Overwhelming Wrath (Aura)**

Each time an enemy unit within 6" of this unit is selected to Fall Back, that unit must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

**Brigand**

Each time this model makes a ranged attack that targets the closest eligible enemy unit, improve the Armour Penetration characteristic of that attack by 1.

**Invulnerable Save[3]**

This model has a 5+ invulnerable save against ranged attacks.

**Damaged: 1-4 wounds remaining**

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**Stalker**

Each time this model makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.

**Wrathful Presence**

**Glorious Bloodletting (Aura)**

While a friendly WORLD EATERS unit is within 6" of this model, each time a Charge roll is made for that unit, add 1 to the roll.

**Infectious Rage (Aura)**

While a friendly WORLD EATERS unit that is below its Starting Strength is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit. For the purposes of this ability, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds.

**Righteous Slaughter (Aura)**

While a friendly WORLD EATERS unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Samni'arius and Spinegrinder - strike	Melee	8	2+	16	-4	D6+2	-
Samni'arius and Spinegrinder - sweep	Melee	18	2+	8	-2	2	-
Gorechild	Melee	8	2+	6	-2	3	-
Coward's Bane	Melee	7	2+	6	-2	2	Devastating Wounds
Juggernaut's bladed horn	Melee	4	3+	6	-1	2	Extra Attacks, Lance
Jakhal chainblades (x2) (x2)	Melee	2	4+	3	0	1	Sustained Hits 1
Dishonoured chainblades	Melee	3	4+	4	0	1	Sustained Hits 1
Berserker chainblade (x8) (x8)	Melee	4	3+	5	-1	1	-
Khornate eviscerator (x4) (x4)	Melee	3	3+	8	-2	2	-
Eightbound eviscerators (x2) (x2)	Melee	6	3+	5	-2	2	-
Lacerators (x2) (x2)	Melee	4	3+	9	-2	3	-
Eightbound eviscerator (x2) (x2)	Melee	5	2+	6	-2	2	-
Eightbound chainfist (x2) (x2)	Melee	3	3+	14	-3	2	-
Paired Eightbound chainfists (x2) (x2)	Melee	5	3+	14	-3	2	Twin-linked
Armoured feet	Melee	4	3+	6	0	1	-
Slaughterclaw	Melee	4	3+	12	-3	D6+2	-

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Khârn's plasma pistol	12"	1	2+	8	-3	2	Pistol
Bolt pistol	12"	1	2+	4	0	1	Pistol
Autopistol (x2) (x2)	12"	1	4+	3	0	1	Pistol
Plasma pistol - standard (x8) (x8)	12"	1	3+	7	-2	1	Pistol
Plasma pistol - supercharge (x8) (x8)	12"	1	3+	8	-3	2	Hazardous, Pistol
Bolt pistol (x4) (x4)	12"	1	3+	4	0	1	Pistol
Avenger chaincannon[2]	24"	12	2+	6	-1	1	-
Daemonbreath spear	24"	2	2+	12	-4	D6	Melta 4
Havoc multi-launcher[2]	48"	D6	2+	5	0	1	Blast, Indirect Fire
Havoc multi-launcher[1]	48"	D6	3+	5	0	1	Blast, Indirect Fire
Avenger chaincannon[1]	24"	12	3+	6	-1	1	-