

## World Eater - Harry (Warhammer 40,000 8th Edition) [88 PL, -1CP, 1,471pts]

### Battalion Detachment +5CP (Chaos - Chaos Space Marines) [53 PL, -1CP, 882pts]

Rules: *Daemonic Ritual, Despoilers of the Galaxy (World Eaters)*

#### Configuration

##### Legion

**Selections:** World Eaters

**Categories:** CONFIGURATION

**Abilities:** *Butcher's Nails*

Abilities	Description	Ref
<b>Butcher's Nails</b>	If your army is Battle-forged, all CHARACTER, INFANTRY, BIKERS and HELBRUTE units in a WORLD EATERS Detachment gain the following ability: When a unit with this trait makes a successful charge, you can make one additional attack with each of its models in the subsequent Fight phase.	Codex: Heretic Astartes - Chaos Space Marines p157

#### Stratagems [-1CP]

##### Gifts of Chaos (1 Relic) [-1CP]

**Categories:** STRATAGEMS

#### HQ [14 PL, 247pts]

### Daemon Prince with Wings [9 PL, 168pts]

**Selections:** Hellforged sword [10pts], Khorne, Malefic talon, Warp bolter [3pts], Wings [1 PL, 9pts]

**Categories:** HQ, FACTION: CHAOS, CHARACTER, DAEMON, MONSTER, FACTION: HERETIC ASTARTES, FACTION: <LEGION>, FACTION: KHORNE, FLY

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Daemonic, Death to the False Emperor, Might over Magic, Prince of Chaos*, **Unit:** *Daemon Prince (Khorne, Wings)*, **Weapon:** *Hellforged sword, Malefic talon, Warp bolter*

Abilities	Description	Ref
<b>Daemonic</b>	This model has a 5+ invulnerable save.	
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
<b>Might over Magic</b>	A Daemon Prince of KHORNE increases its Attacks characteristic by 1 (this attack is already included in its profile).	
<b>Prince of Chaos</b>	You can re-roll hit rolls of 1 made for friendly <LEGION> and KHORNE DAEMON units within 6".	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Daemon Prince (Khorne, Wings)</b>	12"	2+	2+	7	6	8	5	10	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Hellforged sword</b>	Melee	Melee	User	-2	3	-	
<b>Malefic talon</b>	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.	
<b>Warp bolter</b>	24"	Assault 2	4	-1	2	-	

### Exalted Champion [5 PL, 79pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Mark of Khorne, Power fist [9pts]

**Categories:** FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: CHAOS, HQ, FACTION: HERETIC ASTARTES, INFANTRY, CHARACTER, EXALTED CHAMPION, FACTION: KHORNE

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Aspire to Glory, Death to the False Emperor, For the Dark Gods*, **Unit:** *Exalted Champion*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Power fist*

Abilities	Description	Ref
<b>Aspire to Glory</b>	You can re-roll failed wound rolls in the Fight phase for friendly <LEGION> units that are within 6" of an Exalted Champion.	
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
<b>For the Dark Gods</b>	You can re-roll failed hit rolls for this character if the target is an enemy CHARACTER.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Exalted Champion	6"	2+	3+	4	4	4	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Power fist</b>	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	

### Troops [27 PL, 428pts]

## Khorne Berzerkers [9 PL, 146pts]

**Selections:** Icon of Wrath [10pts]

**Categories:** FACTION: CHAOS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: KHORNE, TROOPS, FACTION: WORLD EATERS

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Berzerker Horde, Blood for the Blood God, Death to the False Emperor, Icon of Wrath, Unit: Khorne Berzerker*

## Berzerker Champion [24pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Power fist [9pts]

**Unit:** *Berzerker Champion, Weapon: Bolt pistol, Frag grenade, Krak grenade, Power fist*

## 7x Chainaxe and bolt pistol [112pts]

**Selections:** 7x Bolt pistol, 7x Chainaxe [7pts], 7x Frag & Krak grenades

**Weapon:** *Bolt pistol, Chainaxe, Frag grenade, Krak grenade*

Abilities	Description	Ref
<b>Berzerker Horde</b>	The Battlefield Role of WORLD EATERS Khorne Berzerkers is Troops instead of Elites.	
<b>Blood for the Blood God</b>	This model can fight twice in each Fight phase, instead of only once.	
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
<b>Icon of Wrath</b>	You can re-roll charge rolls for units with an Icon of Wrath.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Berzerker Champion</b>	6"	3+	3+	5	4	1	3	8	3+	
<b>Khorne Berzerker</b>	6"	3+	3+	5	4	1	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol	1	4	0	1 -	
<b>Chainaxe</b>	Melee	Melee	+1	-1	1	-	
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Power fist</b>	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	

## Khorne Berzerkers [9 PL, 144pts]

**Selections:** Icon of Wrath [10pts]

**Categories:** FACTION: CHAOS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: KHORNE, TROOPS, FACTION: WORLD EATERS

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Berzerker Horde, Blood for the Blood God, Death to the False Emperor, Icon of Wrath, Unit: Khorne Berzerker*

### Berzerker Champion [24pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Power fist [9pts]

**Unit:** *Berzerker Champion, Weapon: Bolt pistol, Frag grenade, Krak grenade, Power fist*

### 5x Chainaxe and bolt pistol [80pts]

**Selections:** 5x Bolt pistol, 5x Chainaxe [5pts], 5x Frag & Krak grenades

**Weapon:** *Bolt pistol, Chainaxe, Frag grenade, Krak grenade*

### 2x Chainsword and bolt pistol [30pts]

**Selections:** 2x Bolt pistol, 2x Chainsword, 2x Frag & Krak grenades

**Weapon:** *Bolt pistol, Chainsword, Frag grenade, Krak grenade*

Abilities	Description	Ref
<b>Berzerker Horde</b>	The Battlefield Role of WORLD EATERS Khorne Berzerkers is Troops instead of Elites.	
<b>Blood for the Blood God</b>	This model can fight twice in each Fight phase, instead of only once.	
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
<b>Icon of Wrath</b>	You can re-roll charge rolls for units with an Icon of Wrath.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Berzerker Champion</b>	6"	3+	3+	5	4	1	3	8	3+	
<b>Khorne Berzerker</b>	6"	3+	3+	5	4	1	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Chainaxe</b>	Melee	Melee	+1	-1	1	-	
<b>Chainsword</b>	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Power fist</b>	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	

## Khorne Berzerkers [9 PL, 138pts]

**Categories:** FACTION: CHAOS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: KHORNE, TROOPS,

FACTION: WORLD EATERS

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Berzerker Horde, Blood for the Blood God, Death to the False Emperor*, **Unit:** *Khorne Berzerker*

**Berzerker Champion [25pts]**

**Selections:** Frag & Krak grenades, 2x Lightning Claw [10pts]

**Unit:** *Berzerker Champion*, **Weapon:** *Frag grenade, Krak grenade, Lightning claw*

**3x Chainaxe and bolt pistol [48pts]**

**Selections:** 3x Bolt pistol, 3x Chainaxe [3pts], 3x Frag & Krak grenades

**Weapon:** *Bolt pistol, Chainaxe, Frag grenade, Krak grenade*

**3x Chainsword and bolt pistol [45pts]**

**Selections:** 3x Bolt pistol, 3x Chainsword, 3x Frag & Krak grenades

**Weapon:** *Bolt pistol, Chainsword, Frag grenade, Krak grenade*

**Chainsword and plasma pistol [20pts]**

**Selections:** Chainsword, Frag & Krak grenades, Plasma pistol [5pts]

**Weapon:** *Chainsword, Frag grenade, Krak grenade, Plasma pistol, Standard, Plasma pistol, Supercharge*

Abilities	Description	Ref
<b>Berzerker Horde</b>	The Battlefield Role of WORLD EATERS Khorne Berzerkers is Troops instead of Elites.	
<b>Blood for the Blood God</b>	This model can fight twice in each Fight phase, instead of only once.	
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Berzerker Champion</b>	6"	3+	3+	5	4	1	3	8	3+	
<b>Khorne Berzerker</b>	6"	3+	3+	5	4	1	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Chainaxe</b>	Melee	Melee	+1	-1	1	-	
<b>Chainsword</b>	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Lightning claw</b>	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.	
<b>Plasma pistol, Standard</b>	12"	Pistol 1	7	-3	1	-	
<b>Plasma pistol, Supercharge</b>	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.	

### Dedicated Transport [12 PL, 207pts]

## Chaos Rhino [4 PL, 67pts]

**Selections:** Combi-bolter [2pts], Mark of Khorne, Smoke Launchers

**Categories:** FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: CHAOS, FACTION: HERETIC ASTARTES, DEDICATED TRANSPORT, TRANSPORT, VEHICLE, FACTION: KHORNE

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Explodes (D6")*, *Self-repair*, *Smoke Launchers*, **Transport:** *Chaos Rhino*, **Unit:** *Chaos Rhino*, **Weapon:** *Combi-bolter*, **Wound Track:** *Chaos Rhino*, *Chaos Rhino1*, *Chaos Rhino2*, *Chaos Rhino3*

Abilities	Description	Ref
<b>Explodes (D6")</b>	When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.	
<b>Self-repair</b>	Roll a D6 at the start of each of your turns; on a 6, this unit heals one wound.	
<b>Smoke Launchers</b>	Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	

Transport	Capacity	Ref
<b>Chaos Rhino</b>	10 (Legion) Infantry. No Terminator, Cult of Destruction, or Jump Pack	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Chaos Rhino</b>	*	6+	*	6	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Combi-bolter</b>	24"	Rapid Fire	2	4	0	1 -	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Chaos Rhino</b>	-	M	BS	A	
<b>Chaos Rhino1</b>	6-10+	12"	3+	3	
<b>Chaos Rhino2</b>	3-5	6"	4+	D3	
<b>Chaos Rhino3</b>	1-2	3"	5+	1	

## Chaos Rhino [4 PL, 67pts]

**Selections:** Combi-bolter [2pts], Mark of Khorne, Smoke Launchers

**Categories:** FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: CHAOS, FACTION: HERETIC ASTARTES, DEDICATED TRANSPORT, TRANSPORT, VEHICLE, FACTION: KHORNE

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Explodes (D6")*, *Self-repair*, *Smoke Launchers*, **Transport:** *Chaos Rhino*, **Unit:** *Chaos Rhino*, **Weapon:** *Combi-bolter*, **Wound Track:** *Chaos Rhino*, *Chaos Rhino1*, *Chaos Rhino2*, *Chaos Rhino3*

Abilities	Description	Ref
<b>Explodes (D6")</b>	When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.	
<b>Self-repair</b>	Roll a D6 at the start of each of your turns; on a 6, this unit heals one wound.	
<b>Smoke Launchers</b>	Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	

Transport	Capacity	Ref
<b>Chaos Rhino</b>	10 (Legion) Infantry. No Terminator, Cult of Destruction, or Jump Pack	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Chaos Rhino</b>	*	6+	*	6	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Combi-bolter</b>	24"	Rapid Fire	2	4	0	1 -	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Chaos Rhino</b>	-	M	BS	A	
<b>Chaos Rhino1</b>	6-10+	12"	3+	3	
<b>Chaos Rhino2</b>	3-5	6"	4+	D3	
<b>Chaos Rhino3</b>	1-2	3"	5+	1	

### Chaos Rhino [4 PL, 73pts]

**Selections:** Combi-bolter [2pts], Havoc launcher [6pts], Mark of Khorne, Smoke Launchers

**Categories:** FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: CHAOS, FACTION: HERETIC ASTARTES, DEDICATED TRANSPORT, TRANSPORT, VEHICLE, FACTION: KHORNE

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Explodes (D6")*, *Self-repair*, *Smoke Launchers*, **Transport:** *Chaos Rhino*, **Unit:** *Chaos Rhino*, **Weapon:** *Combi-bolter, Havoc launcher*, **Wound Track:** *Chaos Rhino, Chaos Rhino1, Chaos Rhino2, Chaos Rhino3*

Abilities	Description	Ref
<b>Explodes (D6")</b>	When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.	
<b>Self-repair</b>	Roll a D6 at the start of each of your turns; on a 6, this unit heals one wound.	
<b>Smoke Launchers</b>	Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	

Transport	Capacity	Ref
<b>Chaos Rhino</b>	10 (Legion) Infantry. No Terminator, Cult of Destruction, or Jump Pack	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Chaos Rhino</b>	*	6+	*	6	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Combi-bolter</b>	24"	Rapid Fire	2	4	0	1 -	
<b>Havoc launcher</b>	48"	Heavy D6	5	0	1	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Chaos Rhino</b>	-	M	BS	A	
<b>Chaos Rhino1</b>	6-10+	12"	3+	3	
<b>Chaos Rhino2</b>	3-5	6"	4+	D3	
<b>Chaos Rhino3</b>	1-2	3"	5+	1	

### Spearhead Detachment +1CP (Chaos - Chaos Space Marines) [35 PL, 589pts]

**Rules:** *Daemonic Ritual, Despoilers of the Galaxy (World Eaters)*

#### Configuration

**Legion****Selections:** World Eaters**Categories:** CONFIGURATION**Abilities:** *Butcher's Nails*

Abilities	Description	Ref
<b>Butcher's Nails</b>	If your army is Battle-forged, all CHARACTER, INFANTRY, BIKERS and HELBRUTE units in a WORLD EATERS Detachment gain the following ability: When a unit with this trait makes a successful charge, you can make one additional attack with each of its models in the subsequent Fight phase.	Codex: Heretic Astartes - Chaos Space Marines p157

**HQ [14 PL, 244pts]**

### Daemon Prince with Wings [9 PL, 168pts]

**Selections:** 5. True Berserker, Brass Collar of Borghaster, Khorne, Malefic talon, Malefic talon [10pts], Warlord, Warp bolter [3pts], Wings [1 PL, 9pts]

**Categories:** HQ, FACTION: CHAOS, CHARACTER, DAEMON, MONSTER, FACTION: HERETIC ASTARTES, FACTION: <LEGION>, FACTION: KHORNE, FLY, WARLORD

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Brass Collar of Borghaster, Daemonic, Death to the False Emperor, Might over Magic, Prince of Chaos, True Berserker*, **Unit:** *Daemon Prince (Khorne, Wings)*, **Weapon:** *Malefic talon, Warp bolter*

Abilities	Description	Ref
<b>Brass Collar of Borghaster</b>	The bearer of the Brass Collar of Borghaster can attempt to deny one psychic power in each enemy Psychic phase. If this model makes a successful Deny the Witch test, the psyker that was attempting to manifest the power immediately suffers Perils of the Warp.	
<b>Daemonic</b>	This model has a 5+ invulnerable save.	
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
<b>Might over Magic</b>	A Daemon Prince of KHORNE increases its Attacks characteristic by 1 (this attack is already included in its profile).	
<b>Prince of Chaos</b>	You can re-roll hit rolls of 1 made for friendly <LEGION> and KHORNE DAEMON units within 6".	
<b>True Berserker</b>	When resolving an attack made with a melee weapon against this model, halve any damage inflicted (rounding up).	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Daemon Prince (Khorne, Wings)</b>	12"	2+	2+	7	6	8	5	10	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Malefic talon</b>	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.	
<b>Warp bolter</b>	24"	Assault 2	4	-1	2	-	

**Exalted Champion [5 PL, 76pts]****Selections:** Combi-bolter [2pts], Frag & Krak grenades, Mark of Khorne, Power maul [4pts]**Categories:** FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: CHAOS, HQ, FACTION: HERETIC ASTARTES, INFANTRY, CHARACTER, EXALTED CHAMPION, FACTION: KHORNE**Rules:** *Hateful Assault, Hateful Volleys***Abilities:** *Aspire to Glory, Death to the False Emperor, For the Dark Gods*, **Unit:** *Exalted Champion*, **Weapon:** *Combi-bolter, Frag grenade, Krak grenade, Power maul*

Abilities	Description	Ref
<b>Aspire to Glory</b>	You can re-roll failed wound rolls in the Fight phase for friendly <LEGION> units that are within 6" of an Exalted Champion.	
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
<b>For the Dark Gods</b>	You can re-roll failed hit rolls for this character if the target is an enemy CHARACTER.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Exalted Champion</b>	6"	2+	3+	4	4	4	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Combi-bolter</b>	24"	Rapid Fire	2	4	0	1 -	
<b>Frag grenade</b>	6"	Grenade	D6	3	0	1 -	
<b>Krak grenade</b>	6"	Grenade	1	6	-1	D3 -	
<b>Power maul</b>	Melee	Melee		+2	-1	1 -	

**Heavy Support [21 PL, 345pts]**

## Venomcrawler [7 PL, 115pts]

**Selections:** Eviscerating claws, 2x Excruciator cannon, Mark of Khorne, Soulflayer tendrils

**Categories:** FACTION: CHAOS, FACTION: <MARK OF CHAOS>, FACTION: HERETIC ASTARTES, FACTION: <LEGION>, VEHICLE, DAEMON, DAEMON ENGINE, VENOMCRAWLER, HEAVY SUPPORT, FACTION: KHORNE

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Daemonic, Devourer of Souls, Reservoir of Daemonic Energy, Soul-shredding Explosion*, **Unit:** *Venomcrawler*, **Weapon:** *Eviscerating claws, Excruciator cannon, Soulflayer tendrils*, **Wound Track:** *Venomcrawler, Venomcrawler1, Venomcrawler2, Venomcrawler3*

Abilities	Description	Ref
<b>Daemonic</b>	This model has a 5+ invulnerable save.	
<b>Devourer of Souls</b>	At the beginning of each of your turns, this model regains 1 lost wound. In addition, at the end of each Fight phase in which this model destroyed any enemy models, this model regains one lost wound.	
<b>Reservoir of Daemonic Energy</b>	Add 1 to the result of any Daemonic Ritual summoning rolls made for <LEGION> MASTERS OF POSSESSION whilst they are within 6" of any friendly <LEGION> VENOMCRAWLERS.	
<b>Soul-shredding Explosion</b>	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Venomcrawler</b>	*	4+	4+	*	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Eviscerating claws</b>	Melee	Melee	+2	-3	3	-	
<b>Excruciator cannon</b>	36"	Assault D3	+2	-2	D3	-	
<b>Soulflayer tendrils</b>	Melee	Melee	User	-2	2	Each time the bearer fights, it can make 2 additional attacks with this weapon.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Venomcrawler</b>	-	M	S	A	
<b>Venomcrawler1</b>	6-10+	10"	6	4	
<b>Venomcrawler2</b>	3-5	8"	5	3	
<b>Venomcrawler3</b>	1-2	6"	4	2	

## Venomcrawler [7 PL, 115pts]

**Selections:** Eviscerating claws, 2x Excruciator cannon, Mark of Khorne, Soulflayer tendrils

**Categories:** FACTION: CHAOS, FACTION: <MARK OF CHAOS>, FACTION: HERETIC ASTARTES, FACTION: <LEGION>, VEHICLE, DAEMON, DAEMON ENGINE, VENOMCRAWLER, HEAVY SUPPORT, FACTION: KHORNE

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Daemonic, Devourer of Souls, Reservoir of Daemonic Energy, Soul-shredding Explosion*, **Unit:** *Venomcrawler*, **Weapon:** *Eviscerating claws, Excruciator cannon, Soulflayer tendrils*, **Wound Track:** *Venomcrawler, Venomcrawler1, Venomcrawler2, Venomcrawler3*

Abilities	Description	Ref
<b>Daemonic</b>	This model has a 5+ invulnerable save.	
<b>Devourer of Souls</b>	At the beginning of each of your turns, this model regains 1 lost wound. In addition, at the end of each Fight phase in which this model destroyed any enemy models, this model regains one lost wound.	
<b>Reservoir of Daemonic Energy</b>	Add 1 to the result of any Daemonic Ritual summoning rolls made for <LEGION> MASTERS OF POSSESSION whilst they are within 6" of any friendly <LEGION> VENOMCRAWLERS.	
<b>Soul-shredding Explosion</b>	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Venomcrawler</b>	*	4+	4+	*	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Eviscerating claws</b>	Melee	Melee	+2	-3	3	-	
<b>Excruciator cannon</b>	36"	Assault D3	+2	-2	D3	-	
<b>Soulflayer tendrils</b>	Melee	Melee	User	-2	2	Each time the bearer fights, it can make 2 additional attacks with this weapon.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Venomcrawler</b>	-	M	S	A	
<b>Venomcrawler1</b>	6-10+	10"	6	4	
<b>Venomcrawler2</b>	3-5	8"	5	3	
<b>Venomcrawler3</b>	1-2	6"	4	2	

## Venomcrawler [7 PL, 115pts]

**Selections:** Eviscerating claws, 2x Excruciator cannon, Mark of Khorne, Soulflayer tendrils

**Categories:** FACTION: CHAOS, FACTION: <MARK OF CHAOS>, FACTION: HERETIC ASTARTES, FACTION: <LEGION>, VEHICLE, DAEMON, DAEMON ENGINE, VENOMCRAWLER, HEAVY SUPPORT, FACTION: KHORNE

**Rules:** *Hateful Assault, Hateful Volleys*

**Abilities:** *Daemonic, Devourer of Souls, Reservoir of Daemonic Energy, Soul-shredding Explosion*, **Unit:** *Venomcrawler*, **Weapon:** *Eviscerating claws, Excruciator cannon, Soulflayer tendrils*, **Wound Track:** *Venomcrawler, Venomcrawler1, Venomcrawler2, Venomcrawler3*

Abilities	Description	Ref
<b>Daemonic</b>	This model has a 5+ invulnerable save.	
<b>Devourer of Souls</b>	At the beginning of each of your turns, this model regains 1 lost wound. In addition, at the end of each Fight phase in which this model destroyed any enemy models, this model regains one lost wound.	
<b>Reservoir of Daemonic Energy</b>	Add 1 to the result of any Daemonic Ritual summoning rolls made for <LEGION> MASTERS OF POSSESSION whilst they are within 6" of any friendly <LEGION> VENOMCRAWLERS.	
<b>Soul-shredding Explosion</b>	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Venomcrawler</b>	*	4+	4+	*	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Eviscerating claws</b>	Melee	Melee	+2	-3	3	-	
<b>Excruciator cannon</b>	36"	Assault D3	+2	-2	D3	-	
<b>Soulflayer tendrils</b>	Melee	Melee	User	-2	2	Each time the bearer fights, it can make 2 additional attacks with this weapon.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Venomcrawler</b>	-	M	S	A	
<b>Venomcrawler1</b>	6-10+	10"	6	4	
<b>Venomcrawler2</b>	3-5	8"	5	3	
<b>Venomcrawler3</b>	1-2	6"	4	2	

## Force Rules

**Daemonic Ritual:** Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).

If they do, first choose one of the four Chaos Gods - KHORNE, TZEENTCH, NURGLE, or SLAANESH. A CHARACTER who owes allegiance to one of the Dark Gods can only attempt to summon the units of their patron - for example, a KHORNE CHARACTER could only attempt to summon KHORNE DAEMONS.

Roll up to 3 dice - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start. This unit is treated as reinforcements for your army and

can be placed anywhere on the battlefield that is wholly within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds. ()

**Despoilers of the Galaxy (World Eaters):** If your army is Battle-forged, all Troops units in Chaos Space Marine Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal. ()

## Selection Rules

**Hateful Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn. ()

**Hateful Volleys:** Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a TERMINATOR, BIKER or HELBRUTE.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type. A bolt weapon is any weapon whose profile includes the word 'bolt' (e.g. boltgun, bolt pistol, combibolter, Inferno boltgun). Rules that apply to bolt weapons also apply when firing the boltgun profile of combi-weapons and when firing Artefacts of Chaos that replaced a bolt weapon, (e.g. Spitespitter). The Talon of Horus is also a Rapid Fire bolt weapon. ()

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