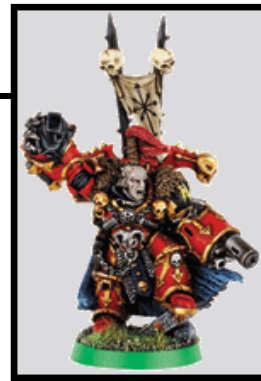


World Eater Psycho-Surgeon

Points: 100 + models

Angron, Primarch of the World Eaters, was the first to experiment with brain surgery on his own men. During his youth as a gladiator he had witnessed this as common practise, he himself being a subject to such experiments. At first he claimed that these brain surgeries were only for making his men more able and effective on the battlefield. But it soon became clear that it simply enhanced their adrenalin production to insane levels, turning the Space Marines into battle-frenzied warriors who had no care for their own lives. Angron initiated a great many of his subordinates into the intricacies of psycho-surgery and soon most of his Legion was altered in such a way. Under these dire

conditions it is hardly suprising that Angron and his men turned to Khorne when they betrayed the Emperor. The World Eaters fought the most bloody wars of the Heresy and during the siege of the Imperial Palace they both inflicted and took the most casualties. After Horus' defeat, the subsequent retreat to the Eye of Terror and the dissolution of the Legion of Skalathrax those who had been taught psycho-surgery became incredibly valuable individuals. For only they knew how to engineer new Berzerkers from existing Marines. Being well aware of their importance, these Psycho-Surgeons have kept their secrets with great jealousy, with only their own warbands benefitting from their full skill.



FORMATION:

- 1 Chaos Lord, Psycho-Surgeon, Father of Berzerkers
- 0-3 Chaos Lords
- 1-8 Berzerkers Squads (may only be joined by Characters that are also part of this formation)

Note – All Lords **MUST** bear the mark of Khorne!

OPTIONS: All characters and units have all their normal equipment and options as per Codex – Chaos Space Marines.



FORMATION RULES

Master Surgeon:

The Psycho-Surgeon is an expert at creating bloodthirsty killers. At the beginning of the shooting phase each Berzerker unit of the formation (and any character that has joined it) will forego all shooting and move an additional D6" on a roll D6 roll of 1-2. They must move towards the closest enemy and must charge if possible.

Rip and Tear:

The Berzerkers are possessed with an unquenchable thirst for carnage, striking their enemies down with unnatural strength. All Berzerkers of the formation count as being equipped with Heavy Close Combat Weapons (see main Rulebook, p. 46 for details).

Lead by Example:

The Psycho-Surgeon has tested his skills on himself and is his own best creation.

He has Feel no Pain and any Psychic Power including him in it's area of effect will be nullified on a roll of 2+. Units of the formation within 12" of him may also re-roll their 'Master Surgeon'-roll.

Martial Rivalry:

Any Lord of the formation that is within 12" of the Psycho-Surgeon when charging will gain D3 attacks (instead of +1) as they fight to prove their worth to both the Psycho-Surgeon and mighty Khorne.