ANGRON

330 PTS

M	T	Sv	W	LD	OC
14"	11	2+	16	5+	6

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Samni'arius and Spinegrinder - strike DEVASTATING WOUNDS	Melee	8	2+	14	-3	D6+2
➤ Samni'arius and Spinegrinder - sweep DEVASTATING WOUNDS	Melee	16	2+	7	-2	2

ABILITIES

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Reborn in Blood
At the start of the battle round, when 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 instead of activating any Blessings of Khorne at the start of that battle round. If you do, this model is no longer destroyed and in the Reinforcements step of your next Movement phase, it is set up anywhere on the battlefield using its Deep Strike ability, with 8 wounds remaining.

Wrathful Presence
At the start of the battle round, select one Wrathful Presence ability. Until the start of the next battle round, this model has that ability.

WRATHFUL PRESENCE

The Blood God's Favour
Each time you make a Blessings of Khorne roll, if this model is on the battlefield, you can re-roll up to 6 of the D6 rolled.

Driven by Ultimate Rage (Aura)
While a friendly WORLD EATERS unit is within 6" of this unit, that unit's melee attacks can:

- Re-roll hit rolls of 1.

- Re-roll wound rolls of 1.

Overwhelming Wrath (Aura)
Each time an enemy unit within 6" of this model 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.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Angron (100mm)

Equipped with: ➤ Samni'arius and Spinegrinder - strike, ➤ Samni'arius and Spinegrinder - sweep

KEYWORDS: Monster, Fly, Character, Epic Hero, Chaos, Khorne, Daemon, Primarch, Angron
FACTION KEYWORDS: World Eaters

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FACTION RULES

Blessings of Khorne

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. 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. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

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.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; 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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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