

SKARBRAND - CHAOS - WORLD EATERS

315 PTS

M	T	Sv	W	LD	OC
10"	11	3+	20	6+	5

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Skarbrand (100mm)
Equipped with: Bellow of endless fury, ► Slaughter and Carnage - strike, ► Slaughter and Carnage - sweep

KEYWORDS: Monster, Character, Epic Hero, Chaos, Daemon, Khorne, Skarbrand
FACTION KEYWORDS: Blood Legions

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bellow of endless fury IGNORES COVER, TORRENT	12"	2D6	N/A	8	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Slaughter and Carnage - strike	Melee	8	2+	16	-4	6
► Slaughter and Carnage - sweep	Melee	16	2+	8	-2	2

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, add 2 to the Attacks characteristic of this model's Slaughter and Carnage.

Murderlust
This unit is eligible to declare a charge in a turn in which it Advanced.

Rage Embodied (Aura)
While a friendly Blood Legions unit is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

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.