

URIEN RAKARTH [LEGENDS]

M

7"

T

4

SV

6+

W

5

LD

6+

OC

1

RW

4+

80 PTS

Base —



Leader

Feel No Pain 4+

Power from Pain

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Casket of Flensing

DEVASTATING WOUNDSONE SHOTTORRENT

R	A	BS	S	AP	D
12"	3D6	N/A	3	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

4

ANGRIFF

—

5

NAHKAMPF

Haemonculus tools and scissorhands

ANTI-INFANTRY 2+

PRECISION

R	A	WS	S	AP	D
Melee	5	2+	3	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

Sculptor of Torments (Pain)

In your Fight phase, when you select this model's unit to fight, you can spend 1 of your Pain tokens to Empower this model's unit. While that unit is Empowered, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

VERTEIDIGUNG

Father of Pain

Each time an attack with a Damage characteristic of 1 is allocated to a model in this model's unit, that model has the Feel No Pain 4+ ability against that attack.

IMMER / EINMALIG

Horrific Regeneration

The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining

GEGEN DIESE EINHEIT

W4 · RW 6+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5-7	S4	S3	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4++	4++	4++	4++	4++

Feel No Pain 4+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain 4+

 This ability always takes the form Feel No Pain X+.

Leader

 Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

Power from Pain

 All Drukhar units have a Pain ability, tagged with the word 'Pain'.

ANTI

 This ability always takes the form [ANTI-X Y+].

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...

ONE SHOT

 Each weapon with this ability can only be selected to make attacks with once per battle.

PRECISION

 While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

TORRENT

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

AUFSTELLUNG

1x Urien Rakarth [Legends]

Ausrüstung:

 Casket of Flensing, Haemonculus tools and scissorhands

Anführer

This model can be attached to the following unit:

- Wracks