

ANGRON

- Blessings of Khorne
- Deadly Demise D6
- Deep Strike

M14"

T11

SV2+

W16

LD5+

OC6

RW4+

330 PTS

Base 100mm



1KOMMANDO

2BEWEGUNG

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.
Overwhelming Wrath (Aura) (Wrathful Presence)
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.

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Samni'arius and Spinegrinder - strike
DEVASTATING WOUNDS
R A WS S AP D
Melee 8 2+ 14 -3 D6+2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-7 T8-13 T14 T15-27 T28+

Samni'arius and Spinegrinder - sweep
DEVASTATING WOUNDS
R A WS S AP D
Melee 16 2+ 7 -2 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-6 T7 T8-13 T14+

Driven by Ultimate Rage (Aura) (Wrathful Presence)
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.

VERTEIDIGUNG

IMMER / EINMALIG

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.
The Blood God's Favour (Wrathful Presence)
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.

GEGEN DIESE EINHEIT
W11 · RW 2+ · 4++ · 16 LP je Modell
WIRD VERWUNDET MIT
2+ 3+ 4+ 5+ 6+
S22+ S12-21 S11 S6-10 S1-5
RETTUNGSWURF JE DS
DS 0 DS -1 DS -2 DS -3 DS -4
2+ 3+ 4+ 4++ 4++
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.

REGELN & KEYWORDS KURZ
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.
Deadly Demise D6 This ability always takes the form Deadly Demise X.
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" horizo...
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...

AUFSTELLUNG
1x Angron
Ausrüstung: ➤ Samni'arius and Spinegrinder - strike, ➤ Samni'arius and Spinegrinder - sweep