CHAOS - WORLD EATERS

DEFILER

Blessings of Khorne | Deadly Demise D6

M	T	SV	W	LD	OC	RW
14"	11	3+	18	6+	5	5+

270 PTS
Base 160mm

1 KOMMANDO

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2 BEWEGUNG

Scuttling Walker

Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Unleash Wrath

At the end of your opponent's Movement phase, you can select one enemy unit that was set up on the battlefield within 12" of this model; this model can then either:

- Shoot at that unit, but only if it is an eligible target.
- Declare a charge against that unit (note that even if this charge is successful, this model does not receive any Charge bonus this turn).

3 BESCHUSS

Ectoplasma destructor — BLAST | RAPID FIRE 2

R	A	BS	S	AP	D
36"	D6	4+	12	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

2× Excruciator cannon — RAPID FIRE 3

R	A	BS	S	AP	D
36"	6	4+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Hades battle cannon — BLAST | RAPID FIRE 3

R	A	BS	S	AP	D
48"	D6+3	4+	10	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Hades lascannon — RAPID FIRE 1

R	A	BS	S	AP	D
48"	2	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Heavy baleflamer — IGNORES COVER | TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	7	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Heavy reaper autocannon — DEVASTATING WOUNDS | RAPID FIRE 2 | SUSTAINED HITS 1

R	A	BS	S	AP	D
48"	4	4+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

2× Magma cutter — MELTA 2 | RAPID FIRE 1

R	A	BS	S	AP	D
12"	2	4+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ Heavy missile launcher - frag — BLAST | RAPID FIRE 3

R	A	BS	S	AP	D
48"	2D6	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Heavy missile launcher - krak — RAPID FIRE 1

R	A	BS	S	AP	D
48"	2	4+	10	-2	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

4 ANGRIFF

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5 NAHKAMPF

Electroscourge — EXTRA ATTACKS | SUSTAINED HITS 2

R	A	WS	S	AP	D
Melee	7	3+	12	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Shearing claws - strike

R	A	WS	S	AP	D
Melee	6	3+	16	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–8	T9–15	T16	T17–31	T32+

Shearing claws - sweep

R	A	WS	S	AP	D
Melee	12	3+	6	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Terror of Khorne

At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W11 · RW 3+ · 5++ · 18 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
3+	4+	5+	5++	5++

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.

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

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…

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

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 mod…

MELTA This ability always takes the form [MELTA X].

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Defiler

Ausrüstung: Ectoplasma destructor, 2x Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 2x Magma cutter, ➤ Heavy missile launcher - frag, ➤ Heavy missile launcher - krak, Electroscourge, Shearing claws - strike, Shearing claws - sweep

- This model can replace its Heavy missile launcher with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Hades battle cannon with Ectoplasma destructor.
- This model can replace its Heavy baleflamer with Heavy reaper autocannon, Electroscourge or Hades lascannon.
- This model can replace its Two excruciator cannons with Two magma cutters.

KEYWORDS Vehicle, Walker, Chaos, Khorne, Daemon, Defiler · **FRAKTION** World Eaters