

AVATAR OF KHAINE

Battle Focus Deadly Demise D3

M

10"

T

11

SV

2+

W

14

LD

6+

OC

5

RW

4+

250 PTS
Base 80mm



1

KOMMANDO

2 BEWEGUNG

The Bloody Handed (Aura)

While a friendly Aeldari unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.

3 BESCHUSS

The Wailing Doom

SUSTAINED HITS D3

R	A	BS	S	AP	D
12"	1	2+	16	-4	D6+2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-8	T9-15	T16	T17-31	T32+	

4 ANGRIFF

5 NAHKAMPF

► The Wailing Doom - Strike

R	A	WS	S	AP	D
Melee	6	2+	16	-4	D6+2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-8	T9-15	T16	T17-31	T32+	

► The Wailing Doom - Sweep

R	A	WS	S	AP	D
Melee	12	2+	8	-2	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-7	T8	T9-15	T16+	

VERTEIDIGUNG

IMMER / EINMALIG

Molten Form

Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

GEGEN DIESE EINHEIT

W11 · RW 2+ · 4++ · 14 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: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below: ■ Incursion - 2...

Deadly Demise D3

This ability always takes the form Deadly Demise X.

SUSTAINED HITS

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

AUFSTELLUNG

1x Avatar of Khaine

Ausrüstung: The Wailing Doom, ► The Wailing Doom - Strike, ► The Wailing Doom - Sweep