

DEFILER

Blessings of Khorne Deadly Demise D6

M14"

T11

SV3+

W18

LD6+

OC5

RW5+

270 PTS
Base 160mm



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+

T1-6T7-11T12T13-23T24+

2x Excruciator cannon

RAPID FIRE 3

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

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

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+

T1-5T6-9T10T11-19T20+

Hades lascannon

RAPID FIRE 1

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

VERWUNDET

2+3+4+5+6+

T1-6T7-11T12T13-23T24+

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+

T1-3T4-6T7T8-13T14+

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+

T1-4T5-8T9T10-17T18+

2x 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+

T1-4T5-8T9T10-17T18+

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+

T1-2T3-4T5T6-9T10+

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+

T1-5T6-9T10T11-19T20+

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+

T1-6T7-11T12T13-23T24+

Shearing claws - strike

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

VERWUNDET

2+3+4+5+6+

T1-8T9-15T16T17-31T32+

Shearing claws - sweep

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

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

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.

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5++ · 18 LP je Modell

WIRD VERWUNDET MIT

2+ S22+	3+ S12-21	4+ S11	5+ S6-10	6+ S1-5
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 5++	DS -4 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.

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Scuttling Walker</div> <p>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.</p> <div>Unleash Wrath</div> <p>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:</p> <ul style="list-style-type: none">- 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).	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>—</div>
---	---	--	---	---

<div>REGELN & KEYWORDS KURZ</div> <p>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.</p> <p>Deadly Demise D6 This ability always takes the form Deadly Demise X.</p> <p>[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 (round down).</p> <p>[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...</p> <p>[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.</p> <p>[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 cover.</p> <p>[MELTA] This ability always takes the form [MELTA X].</p> <p>[RAPID FIRE] This ability always takes the form [RAPID FIRE X].</p> <p>[SUSTAINED HITS] This ability always takes the form [SUSTAINED HITS X].</p> <p>[TORRENT] Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.</p>	<div>AUFSTELLUNG</div> <p>1x Defiler</p> <p>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, Electroscurge, Shearing claws - strike, Shearing claws - sweep</p> <ul style="list-style-type: none">• This model can replace its Heavy missile launcher with Electroscurge, 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, Electroscurge or Hades lascannon.• This model can replace its Two excruciator cannons with Two magma cutters.
---	---