

JAKHALS

Blessings of Khorne

M

7"

T

4

SV

6+

W

1

LD

7+

OC

1

65–120 PTS

Base 28.5mm, Dishonoured:
40mm



1 KOMMANDO

Objective Ravaged
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

2 BEWEGUNG

3 BESCHUSS

Autopistol **PISTOL**

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

4 ANGRIFF

5 NAHKAMPF

Chainblades

R	A	WS	S	AP	D
Melee	3	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Mauler chainblade

R	A	WS	S	AP	D
Melee	3	5+	4	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Paired manglers

R	A	WS	S	AP	D
Melee	4	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Skullsmasher and mangler

R	A	WS	S	AP	D
Melee	2	4+	4	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

IMMER / EINMALIG

Icon of Khorne
If the bearer's unit contains 1 or more Icons of Khorne, each time the bearer's unit destroys an enemy unit, you gain one Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost.

GEGEN DIESE EINHEIT
W4 · RW 6+ · 1 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
6+	-	-	-	-

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.
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG
1x Jakhal Pack Leader - Equipped with: Autopistol, Chainblades
1x Dishonoured w/ skullsmasher and mangler oder Dishonoured w/ paired manglers
▪ This unit can replace its 8 chainblades with 2 mauler chainblades, 15 chainblades, 17 chainblades, 1 mauler chainblade, 7 chainblades or 1 mauler chainblade, 16 chainblades.