ABOMINANT

85 PTS

M	T	SV	W	LD	OC
6"	6	5+	5	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power sledgehammer	Melee	4	3+	12	-2	D6+1

AUFSTELLUNG

1x Abominant (40mm)

Equipped with: Power sledgehammer

ABILITIES

CORE - Leader

Feel No Pain 5+

This model has a 5+ Feel No Pain

Regenerating Gene-mass

The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

The Chosen One

While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+ do not remove the destroyed model from play, it can fight after the attacking model's unit has finished making it's attacks and is then removed from play.

Leader

This model can be attached to the following unit:

- ABERRANTS

KEYWORDS: Abominant, Infantry, Character, Great Devourer, Leader

FACTION: Genestealer Cults

RULES

Feel No Pain
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.