

DRAZHAR

M	T	SV	W	LD	OC	
7"	3	2+	5	6+	1	

AUFSTELLUNG

1x Drazhar (40mm)

Equipped with: ➤ The Executioner's demiklaives - Dual Blades, ➤ The Executioner's demiklaives - Single Blade

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ The Executioner's demiklaives - Dual Blades DEVASTATING WOUNDS	Melee	8	2+	5	-2	2
➤ The Executioner's demiklaives - Single Blade DEVASTATING WOUNDS	Melee	6	2+	6	-2	3

ABILITIES

CORE - Leader

RULES - Leader, Power from Pain

Master of Blades (Pain)

In the Fight phase, when you select this model's unit to fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Onslaught

While this model is leading a unit, each time a model in that unit makes a Pile-In or Consolidation move, it can move up to 6" instead of up to 3".

Silent Executioner

Each time this model make an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that target is Below Half-Strength, you can re-roll the Wound roll as well.



Leader

This model can be attached to the following unit:

- Incubi

WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.