

GROTESQUES [LEGENDS]

M	T	SV	W	LD	OC	
7"	5	6+	4	7+	1	

AUFSTELLUNG

3-6x Grotesque w/ paired monstrous weapons oder
Grotesque w/ Liquifier

Equipped with: Liquifier Gun, Monstrous Weapons, Paired
monstrous Weapons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Liquifier Gun <small>ANTI-INFANTRY 3+, TORRENT</small>	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monstrous Weapons	Melee	4	3+	5	-2	2
Paired monstrous Weapons <small>TWIN-LINKED</small>	Melee	4	3+	5	-2	2

ABILITIES

RULES - Feel No Pain 5+, Power from Pain

Macro-steroids (Pain)

In the Fight phase, when you select this unit to fight, you can spend 1 of your Pain tokens to Empower this unit. While Empowered, melee weapons equipped by models in this unit have a Strength characteristic of 8 and the [LETHAL HITS] ability.

Monstrous Charge

Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers D3 mortal wounds.

Monstrous Hulks

This unit cannot embark within a Venom, but it can embark within other Drukhari Transports; when doing so, each Grotesque model takes up the space of 3 models.



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

