

FORGEFIEND

M	T	SV	W	LD	OC	
8"	10	3+	12	6+	3	5+

AUFSTELLUNG

1x Forgefiend (120x92mm Oval Base)

Equipped with: Ectoplasma cannon, Hades autocannon, Armoured limbs, Forgefiend jaws

Wargear Options:

- This model can replace its 2 ectoplasma cannons with 2 Hades autocannons.
- This model can replace its Forgefiend jaws with Ectoplasma cannon and limbs.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma cannon BLAST	36"	D3	3+	10	-3	3
Hades autocannon	36"	6	3+	8	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured limbs	Melee	2	3+	6	0	2
Forgefiend jaws	Melee	5	3+	7	0	2

ABILITIES

RULES - Dark Pacts, Deadly Demise D3

Daemonic Ordnance

Each time this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its ranged weapons have the [DEVASTATING WOUNDS] and [HAZARDOUS] abilities.

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.



Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*