

# HAARKEN WORLDCLAIMER

|     |   |    |   |    |    |                                                                                   |
|-----|---|----|---|----|----|-----------------------------------------------------------------------------------|
| M   | T | SV | W | LD | OC |  |
| 12" | 5 | 3+ | 5 | 6+ | 1  |                                                                                   |

## AUFSTELLUNG

1x Haarken Worldclaimer (40mm)

Equipped with: Hellspear, Herald's Talon

## RANGED WEAPONS

| WEAPON                                  | RANGE | A | BS | S | AP | D |
|-----------------------------------------|-------|---|----|---|----|---|
| Hellspear<br>ASSAULT, SUSTAINED HITS D3 | 12"   | 1 | 2+ | 8 | -3 | 3 |

## MELEE WEAPONS

| WEAPON                                               | RANGE | A | WS | S | AP | D |
|------------------------------------------------------|-------|---|----|---|----|---|
| Hellspear<br>EXTRA ATTACKS, LANCE, SUSTAINED HITS D3 | Melee | 1 | 2+ | 8 | -3 | 3 |
| Herald's Talon<br>PRECISION                          | Melee | 6 | 2+ | 5 | -2 | 2 |

## ABILITIES

CORE - Leader

RULES - Dark Pacts, Deep Strike, Leader

### Head Taker

While this model is leading a unit, each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model's unit and roll one D6 for each model in this model's unit which is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

### Herald of the Apocalypse (Aura)

While an enemy unit is within 6" of this model, in the Battle-shock step of your opponent's Command phase, if that enemy unit is below its Starting Strength, it must take a Battle-shock test. This ability cannot cause a unit to take two Battle-shock tests in the same phase.

### Leader

This model can be attached to the following units: RAPTORS



## WEAPON RULES

### Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

### Extra Attacks

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

### Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

### Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



### Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*

