

ANGRON

M	T	SV	W	LD	OC	
14"	11	2+	16	5+	6	

AUFSTELLUNG

1x Angron (100mm)

Equipped with: ► Samni'arius and Spinegrinder - strike, ► Samni'arius and Spinegrinder - sweep

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Samni'arius and Spinegrinder - strike DEVASTATING WOUNDS	Melee	8	2+	14	-3	D6+2
► Samni'arius and Spinegrinder - sweep DEVASTATING WOUNDS	Melee	16	2+	7	-2	2

ABILITIES

RULES - Blessings of Khorne, Deadly Demise D6, Deep Strike

Damaged: 1-6 wounds remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Reborn in Blood

At the start of the battle round, when you make a Blessings of Khorne roll, if this model is destroyed, you can use a triple 6 from that roll to use this ability instead of activating any Blessings of Khorne at the start of that battle round. If you do, this model is no longer destroyed and in the Reinforcements step of your next Movement phase, it is set up anywhere on the battlefield using its Deep Strike ability, with 8 wounds remaining.

Wrathful Presence

At the start of the battle round, select one Wrathful Presence ability. Until the start of the next battle round, this model has that ability.



The Blood God's Favour (Wrathful Presence)

Effect: Each time you make a Blessings of Khorne roll, if this model is on the battlefield, you can re-roll up to 6 of the D6 rolled.

Driven by Ultimate Rage (Aura) (Wrathful Presence)

Effect: While a friendly WORLD EATERS unit is within 6" of this unit, that unit's melee attacks can:

- Re-roll hit rolls of 1.
- Re-roll wound rolls of 1.

Overwhelming Wrath (Aura) (Wrathful Presence)

Effect: Each time an enemy unit within 6" of this model is selected to Fall Back, that unit must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

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.*

