

DEFILER

M	T	SV	W	LD	OC	5+
14"	11	3+	18	6+	5	

AUFSTELLUNG

1x Defiler (160mm)

Equipped with: Ectoplasma destructor, 2x Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 2x Magma cutter, ► Heavy missile launcher - frag, ► Heavy missile launcher - krak, Electroscurge, Shearing claws - strike, Shearing claws - sweep

Wargear Options:

- This model can replace its Heavy missile launcher with Electroscurge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Hades battle cannon with Ectoplasma destructor.
- This model can replace its Heavy baleflamer with Heavy reaper autocannon, Electroscurge or Hades lascannon.
- This model can replace its Two excruciator cannons with Two magma cutters.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma destructor BLAST, RAPID FIRE 2	36"	D6	4+	12	-3	3
2x Excruciator cannon RAPID FIRE 3	36"	6	4+	6	-1	2

ABILITIES

RULES - Blessings of Khorne, Deadly Demise D6

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.



Hades battle cannon BLAST, RAPID FIRE 3	48"	D6+3	4+	10	-1	3
Hades lascannon RAPID FIRE 1	48"	2	4+	12	-3	D6+1
Heavy baleflamer IGNORES COVER, TORRENT	12"	D6+3	N/A	7	-2	2
Heavy reaper autocannon DEVASTATING WOUNDS, RAPID FIRE 2, SUSTAINED HITS 1	48"	4	4+	9	-1	3
2x Magma cutter MELTA 2, RAPID FIRE 1	12"	2	4+	9	-4	D6
► Heavy missile launcher - frag BLAST, RAPID FIRE 3	48"	2D6	4+	5	-1	1
► Heavy missile launcher - krak RAPID FIRE 1	48"	2	4+	10	-2	D6+1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electroscourge EXTRA ATTACKS, SUSTAINED HITS 2	Melee	7	3+	12	-2	2
Shearing claws - strike	Melee	6	3+	16	-3	D6+1
Shearing claws - sweep	Melee	12	3+	6	-2	1

Scuttling Walker

Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Terror of Khorne

At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

Unleash Wrath

At the end of your opponent's Movement phase, you can select one enemy unit that was set up on the battlefield within 12" of this model; this model can then either:

- Shoot at that unit, but only if it is an eligible target.
- Declare a charge against that unit (note that even if this charge is successful, this model does not receive any Charge bonus this turn).



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).*

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.*



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.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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).

Torrent

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