

FORGEFIEND

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

AUFSTELLUNG

1x Forgefiend (120x92mm Oval Base)

Equipped with: Ectoplasma cannon, Hades autocannon, Forgefiend claws, Forgefiend jaws

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma cannon BLAST, RAPID FIRE 1	36"	D3	4+	10	-3	3
Hades autocannon RAPID FIRE 4	36"	6	4+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Forgefiend claws	Melee	6	3+	6	0	1
Forgefiend jaws	Melee	8	3+	7	-1	2

ABILITIES

RULES - Blessings of Khorne, Deadly Demise D3

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.

Furious Onslaught

Each time this model makes a ranged attack that targets the closest eligible target within 18", you can re-roll the Hit roll.

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.



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).*

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).*

