

ABOMINANT

M	T	SV	W	LD	OC
6"	6	5+	5	7+	1

AUFSTELLUNG

1x Abominant (40mm)

Equipped with: Power sledgehammer

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power sledgehammer	Melee	4	3+	12	-2	D6+1

ABILITIES

CORE - Leader

RULES - Feel No Pain, Leader

Feel No Pain 5+

This model has a 5+ Feel No Pain

Regenerating Gene-mass

The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

The Chosen One

While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+ do not remove the destroyed model from play, it can fight after the attacking model's unit has finished making it's attacks and is then removed from play.



Leader

This model can be attached to the following unit:

- ABERRANTS

