

BEREHK STORNBÖW

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

AUFSTELLUNG

1x Berehk Stornbröw (40mm)

Equipped with: Warforge gauntlets, ► Kromlôk's Revenge - graviton strikes, ► Kromlôk's Revenge - plasma sweeps

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warforge gauntlets EXTRA ATTACKS, SUSTAINED HITS 1	Melee	2	2+	6	-2	1
► Kromlôk's Revenge - graviton strikes ANTI-MONSTER 3+, ANTI-VEHICLE 3+, SUSTAINED HITS 1	Melee	4	2+	10	-2	4
► Kromlôk's Revenge - plasma sweeps SUSTAINED HITS 1	Melee	8	2+	7	-2	2

ABILITIES

CORE - Leader

RULES - Feel No Pain 4+, Leader, Prioritised Efficiency

Break the Foe

Melee weapons equipped by models in this unit have the **[Sustained Hits 1]** ability.

Relentless Avalanche

You can target this model's unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Leader

This model can be attached to the following units: CTHONIAN BESERKS



WEAPON RULES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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.

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).*