

CTHONIAN BESERKS

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

AUFSTELLUNG

5x Beserk oder Beserk w/ twin concussion gauntlets oder Beserk w/ mole grenade launcher

Basegrößen: 28.5mm, Mole grenade launcher 50mm

Equipped with: Mole grenade launcher, Concussion maul, Heavy plasma axe, Twin concussion gauntlets

Wargear Options:

- Each Beserk can replace its Heavy plasma axe with Concussion maul.
- Each Beserk w/ mole grenade launcher can replace its Heavy plasma axe with Concussion maul.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mole grenade launcher BLAST, INDIRECT FIRE	18"	D6	5+	5	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Concussion maul ANTI-MONSTER 3+, ANTI-VEHICLE 3+	Melee	3	4+	5	-2	3
Heavy plasma axe	Melee	3	4+	7	-2	3
Twin concussion gauntlets TWIN-LINKED	Melee	4	4+	9	-2	2

ABILITIES

RULES - Feel No Pain 4+, Prioritised Efficiency

Cyberstimms

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6, adding one to the result if units from your army have Fortify Takeover: on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.



Guerrilla Adept

In your Shooting phase, just after this unit is selected to shoot, this unit can use this ability. If it does, select one enemy unit (excluding Monsters and Vehicles). Until the end of the phase, attacks made by models in this unit can only attack that enemy unit (and only if it is an eligible target) and, after resolving those attacks, if one or more of those attacks hit that enemy unit, until the start of your next Shooting phase, that enemy unit is assailed (this simply labels that unit for the purposes of this ability and some Enhancements or Stratagems). If that unit is already assailed, until the start of your next Shooting phase, it is also pinned. While a unit is pinned, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

Subterranean Explosives

In your Shooting phase, after this unit has shot, select one enemy unit (excluding Monsters and Vehicles) that was hit by one or more of those attacks made with a mole grenade launcher. Until the start of your next Shooting phase, that enemy unit cannot be targeted with the Fire Overwatch Stratagem.

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+.

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).

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

