

IMOTEKH THE STORMLORD

M	T	SV	W	LD	OC	
5"	5	2+	6	6+	1	

AUFSTELLUNG

1x Imotekh the Stormlord (40mm)

Equipped with: Gauntlet of Fire, Staff of the Destroyer

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauntlet of Fire <small>IGNORES COVER, TORRENT</small>	12"	D6	N/A	5	-1	1
Staff of the Destroyer	18"	3	2+	6	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of the Destroyer <small>DEVASTATING WOUNDS</small>	Melee	4	2+	6	-3	2

ABILITIES

CORE - Leader

RULES - Leader, Reanimation Protocols

Grand Strategist

At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

Lord of the Storm

Once per battle, at the end of your Command phase, this model can use this ability. If it does, roll one D6 for each enemy unit within 12" of this model: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Leader

This model can be attached to the following units:
IMMORTALS, LYCHGUARD, NECRON WARRIORS



WEAPON RULES

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.*

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).

Torrent

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