

AVATAR OF KHAINE

250 PTS



M10"

T11

SV2+

W14

LD6+

OC5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
The Wailing Doom SUSTAINED HITS D3	12"	1	2+	16	-4	D6+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► The Wailing Doom - Strike	Melee	6	2+	16	-4	D6+2
► The Wailing Doom - Sweep	Melee	12	2+	8	-2	2

AUFSTELLUNG

1x Avatar of Khaine (80mm)

Equipped with: The Wailing Doom, ► The Wailing Doom - Strike, ► The Wailing Doom - Sweep

ABILITIES

- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Molten Form**
Each time an attack is allocated to this model, halve the Damage characteristic of that attack.
- The Bloody Handed (Aura)**
While a friendly Aeldari unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.

WEAPON RULES

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).*

CORE RULES

- ◆ Battle Focus**
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:
 - Incursion - 2
 - Strike Force - 4
 - Onslaught - 6Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.
- ◆ Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").