CHAOS - WORLD EATERS

CHAOS PREDATOR ANNIHILATOR

130 PTS

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 4	24"	2	4+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	4+	5	0	1
Heavy bolter RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
Lascannon	48"	1	4+	12	-3	D6+1
Predator twin lascannon RAPID FIRE 2 TWIN-LINKED	48"	1	4+	14	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	3+	6	0	1

AUFSTELLUNG

1x Chaos Predator Annihilator (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator twin lascannon, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Combi-bolter, Combi-weapon.
- This model can be equipped with one of: 2 heavy bolters, 2 lascannons.

ABILITIES

Blood-hungry Annihilator
Each time this model makes a ranged attack that targets the closest eligible Monster or Vehicle target within 18", you can re-roll the Wound roll and you can re-roll the Damage roll.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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).

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.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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).

TWIN-LINKED

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

CORE RULES

◈ Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

◈ 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").