CHAOS - WORLD EATERS

# SKARBRAND

**315 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 10" | 11 | 3+ | 20 | 6+ | 5 |

4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bellow of endless fury IGNORES COVER TORRENT | 12" | 2D6 | N/A | 8 | -1 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| ➤ Slaughter and Carnage - strike | Melee | 8 | 2+ | 16 | -4 | 6 |
| ➤ Slaughter and Carnage - sweep | Melee | 16 | 2+ | 8 | -2 | 2 |

### AUFSTELLUNG

1x Skarbrand (100mm)

**Equipped with:** Bellow of endless fury, ➤ Slaughter and Carnage - strike, ➤ Slaughter and Carnage - sweep

## ABILITIES

**Damaged: 1-7 wounds remaining**
While this model has 1-7 wounds remaining, add 2 to the Attacks characteristic of this model's Slaughter and Carnage.

**Murderlust**
This unit is eligible to declare a charge in a turn in which it Advanced.

**Rage Embodied (Aura)**
While a friendly Blood Legions unit is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

## WEAPON RULES

**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.

## CORE RULES

**Deadly Demise D6**
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").

**Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.