

KROM DRAGONGAZE [LEGENDS]

M	T	SV	W	LD	OC	
6"	4	3+	4	6+	1	4+

AUFSTELLUNG

1x Krom Dragongaze [Legends]

Equipped with: Bolt pistol, Wyrmlaw

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wyrmlaw LETHAL HITS	Melee	6	2+	7	-2	2

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader

Refuse to Accept Defeat

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

The Fierce Eye

In your Shooting phase, you can select one enemy INFANTRY unit within 12" of and visible to this model. That enemy unit must take a Battle-shock test.

Leader

This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Wolf Guard



WEAPON RULES

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

