

FIENDS

Deep Strike

FIENDS

M	T	SV	W	LD	OC	RW
12"	5	7+	4	7+	2	5+
M	T	SV	W	LD	OC	RW
12"	5	7+	4	7+	2	5+

BLISSBRINGER

90–190 PTS

Base 75 x 42mm



1 KOMMANDO

Soporific Musk

Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, models in that unit must take Desperate Escape tests. When doing so, if that enemy unit is also Battle-shocked, subtract 1 from each of those Desperate Escape tests.

2

BEWEGUNG

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3

BESCHUSS

—

4

ANGRIFF

—

5 NAHKAMPF

Barbed tail and dissecting claws DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	5	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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VERTEIDIGUNG

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IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

Fiends

W5 · RW 7+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
5++	5++	5++	5++	5++

REGELN & KEYWORDS KURZ

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" horizo...

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...

AUFSTELLUNG

2-5x Fiends - Equipped with: Barbed tail and dissecting claws
1x Blissbringer - Equipped with: Barbed tail and dissecting claws