

ASTORATH

M

12"

T

5

SV

2+

W

5

LD

5+

OC

1

RW

4+

90 PTS

Base 40mm



- Leader
- Combat Doctrines
- Deep Strike

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

—

4

ANGRIFF

Mass of Doom

If this unit made a charge move this turn, this unit's melee attacks have [DEVASTATING WOUNDS:non-MONSTER/VEHICLE]

5

NAHKAMPF

The Executioner's Axe

DEVASTATING WOUNDS

PRECISION

R

Melee

A

6

WS

2+

S

7

AP

-3

D

2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Redeemer of the Lost

In the Fight phase, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6, with +1 to that roll if that model was engaged with an enemy unit with a T greater than or equal to this unit's T:
- On a 4+, do not remove that model from the battlefield.
When this unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 2+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

3+

S6-9

4+

S5

5+

S3-4

6+

S1-2

RETTUNGSWURF JE DS

DS 0

2+

DS -1

3+

DS -2

4+

DS -3

4++

DS -4

4++

REGELN & KEYWORDS KURZ

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

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...

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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...

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

AUFSTELLUNG

1x Astorath

Ausrüstung:

The Executioner's Axe

Anführer

This model can be attached to the following unit:
Death Company Marines with Jump Packs