

ASTORATH

Leader Combat Doctrines Deep Strike

M12"

T5

SV2+

W5

LD5+

OC1

RW4+

90 PTS
Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

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

5NAHKAMPF

The Executioner's Axe [DEVASTATING WOUNDS]
[PRECISION]

R	A	WS	S	AP	D
Melee	6	2+	7	-3	2

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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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+	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
2+	3+	4+	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