

ASTORATH

M	T	SV	W	LD	OC	
12"	5	2+	5	5+	1	4+

AUFSTELLUNG

1x Astorath (40mm)

Equipped with: The Executioner's Axe

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Executioner's Axe DEVASTATING WOUNDS, PRECISION	Melee	6	2+	7	-3	2

ABILITIES

CORE - Leader

RULES - Combat Doctrines, Deep Strike, Leader

Mass of Doom

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

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.

Leader

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



WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

