

ASMODAI

M	T	SV	W	LD	OC	
6"	5	3+	4	5+	1	4+

AUFSTELLUNG

1x Asmodai (50mm)

Equipped with: Heavy Bolt Pistol, ► Crozius Arcanum and Power Weapon - strike, ► Crozius Arcanum and Power Weapon - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Crozius Arcanum and Power Weapon - strike PRECISION	Melee	5	2+	6	-2	2
► Crozius Arcanum and Power Weapon - sweep CLEAVE 1	Melee	8	2+	5	-2	1

ABILITIES

CORE - Leader

RULES - Cleave, Close-quarters, Combat Doctrines, Transhuman Strategist

Exemplar of Hate

This unit's melee attacks can re-roll hit rolls.

Feared Interrogator

At the start of the Fight phase, each enemy Character unit within 6" of this model makes a battle-shock roll, with -1 to that battle-shock roll.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD



WEAPON RULES

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.

