

ASMODAI

80 PTS



M

6"

T

5

SV

3+

W

4

LD

5+

OC

1

4+

RANGED WEAPONS

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

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		Melee	8	2+	5	-2 1
CLEAVE 1						

AUFSTELLUNG

1x Asmodai (50mm)

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

ABILITIES

CORE - Leader

Exemplar of Hate

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

Fear'd 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.



CORE RULES

◆ Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

