AN'GGRATH THE UNBOUND [LEGENDS]

415 PTS

M	T	Sv	W	LD	OC
12"	11	4+	24	6+	6

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bloodlash	12"	9	2+	8	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Axe of Khorne - strike	Melee	8	2+	16	-4	D6+2
➤ Axe of Khorne - sweep	Melee	16	2+	10	-2	2

ABILITIES

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emissary of the Blood God (Aura)
While a friendly KHORNE LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

Relentless Carnage
At the end of the Fight phase, you can select one enemy unit within Engagement Range of this model and roll eight D6: for each 4+, that enemy unit suffers 1 mortal wound.

AUFSTELLUNG

1x An'ggrath the Unbound [Legends]

Equipped with: Bloodlash, ➤ Axe of Khorne - strike, ➤ Axe of Khorne - sweep

KEYWORDS: Monster, Character, Epic Hero, Titanic, Towering, Chaos, Daemon, Khorne, An'ggrath the Unbound, Khorne non-Battleline
FACTION KEYWORDS: Legiones Daemonica

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FACTION RULES

The Shadow of Chaos

If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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