

KARANAK

- Leader
- Deep Strike
- Feel No Pain
- The Shadow of Chaos
- Warp Rifts

M12"

T4

SV7+

W5

LD7+

OC3

RW4+

70 PTS

Base 75x42mm Oval Base

1KOMMANDO

2BEWEGUNG

Pack Leader
While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

3BESCHUSS

Scalding Roar IGNORES COVER TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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4ANGRIFF

5NAHKAMPF

Soul-rendering fangs ANTI-CHARACTER 3+
PRECISION

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

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Prey of the Blood God
At the start of the first battle round, select one enemy unit to be this model's prey. Each time a model in this model's unit makes a melee attack that targets its prey, you can re-roll the Wound roll. Each time this model's prey is destroyed, select one new enemy unit to be this model's prey.

VERTEIDIGUNG

Brass Collar of Bloody Vengeance
The bearer has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

GEGEN DIESE EINHEIT
W4 · RW 7+ · 4++ · 5 LP je Modell
WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 4++	DS -1 4++	DS -2 4++	DS -3 4++	DS -4 4++
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Feel No Pain gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ
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...
Feel No Pain This ability always takes the form Feel No Pain X+. 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.
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...
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,...
ANTI This ability always takes the form [ANTI-X Y+].
IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...
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...
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG
1x Karanak
Ausrüstung: Scalding Roar, Soul-rendering fangs
Anführer
This model can be attached to the following unit:
• FLESH HOUNDS