

KARANAK

M	T	SV	W	LD	OC	
12"	4	7+	5	7+	3	

AUFSTELLUNG

1x Karanak (75x42mm Oval Base)

Equipped with: Scalding Roar, Soul-rending fangs

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scalding Roar <small>IGNORES COVER, TORRENT</small>	12"	D6+3	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Soul-rending fangs <small>ANTI-CHARACTER 3+, PRECISION</small>	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

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

Brass Collar of Bloody Vengeance

The bearer has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

Pack Leader

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

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.

Leader

This model can be attached to the following unit:

- FLESH HOUNDS



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 model or unit the benefit of cover (e.g. Stealth).

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.

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

