

# HELDRAKE

175 PTS

| M   | T | Sv | W  | LD | OC |
|-----|---|----|----|----|----|
| 12" | 9 | 3+ | 12 | 6+ | -  |

INVULNERABLE  
SAVE



## RANGED WEAPONS

| WEAPON                                 | RANGE | A    | BS  | S | AP | D |
|----------------------------------------|-------|------|-----|---|----|---|
| Baleflamer<br>IGNORES COVER<br>TORRENT | 12"   | D6+3 | N/A | 6 | -1 | 2 |
| Hades autocannon<br>RAPID FIRE 4       | 36"   | 6    | 4+  | 8 | -1 | 2 |

## MELEE WEAPONS

| WEAPON                                              | RANGE | A | WS | S | AP | D |
|-----------------------------------------------------|-------|---|----|---|----|---|
| Heldrake claws<br>ANTI-FLY 2+<br>DEVASTATING WOUNDS | Melee | 6 | 3+ | 7 | -1 | 2 |

## ABILITIES

### Airborne Predator

Each time this model makes an attack that targets a unit that can Fly, add 1 to the Hit roll.

### Terror of Khorne

At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

## WEAPON ABILITIES

### 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+.*

### Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### 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).

### Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

### Torrent

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



## AUFSTELLUNG

1x Heldrake

**Equipped with:** Baleflamer, Hades autocannon, Heldrake claws

### Wargear Options:

- This model can replace its Hades autocannon with Baleflamer.



**KEYWORDS:** Vehicle, Fly, Chaos, Khorne, Daemon, Heldrake  
**FACTION KEYWORDS:** World Eaters

FACTION RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

Example: Ash makes their Blessings of Khorne roll and gets the following dice: 1, 2, 2, 2, 3, 4, 6, 6. First they use the two 6s to activate Warp Blades (which requires a double 5+), leaving the following dice: 1, 2, 2, 2, 3, 4.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

CORE RULES

Deadly Demise D3

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.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

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