

ASTORATH - IMPERIUM - BLOOD ANGELS

85 PTS

M	T	Sv	W	LD	OC
12"	4	2+	5	5+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Astorath

Equipped with: The Executioner's Axe

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Fly, Jump Pack, Imperium, Chaplain, Astorath, Leader

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Executioner's Axe DEVASTATING WOUNDS, PRECISION	Melee	6	2+	7	-3	2

ABILITIES

CORE - Leader

Mass of Doom

Each time this model's unit makes a Charge move, until the end of the turn, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Redeemer of the Lost

While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Leader

This model can be attached to the following unit:

- Death Company Marines with Jump Packs

WEAPON ABILITIES

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.

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

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.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.