



BLOOD SLAUGHTERER [LEGENDS]

160 PTS

M	T	SV	W	LD	OC
12"	9	3+	10	6+	3



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Impaler harpoon ANTI-MONSTER 2+, ANTI-VEHICLE 2+, IMPALED	12"	1	3+	12	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Slaughter blade	Melee	5	3+	12	-3	3
Twin slaughter blade TWIN-LINKED	Melee	5	3+	12	-3	3

AUFSTELLUNG

1x Blood Slaughterer [Legends]

Equipped with: Impaler harpoon, Slaughter blade, Twin slaughter blade

Wargear Options:

- This model can replace its Impaler harpoon and slaughter blade with Twin slaughter blade.

ABILITIES

Scuttling Gait

Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

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+.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



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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").