

AVATAR OF KHAINE

M	T	SV	W	LD	OC	4+
10"	11	2+	14	6+	5	

AUFSTELLUNG

1x Avatar of Khaine

Equipped with: The Wailing Doom, ► The Wailing Doom - Strike, ► The Wailing Doom - Sweep

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
The Wailing Doom SUSTAINED HITS D3	12"	1	2+	16	-4	D6+2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► The Wailing Doom - Strike	Melee	6	2+	16	-4	D6+2
► The Wailing Doom - Sweep	Melee	12	2+	8	-2	2

ABILITIES

RULES - Deadly Demise D3

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Molten Form

Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

The Bloody Handed (Aura)

While a friendly Aeldari unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.



WEAPON RULES

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

