

ABADDON THE DESPOILER

M	T	SV	W	LD	OC	
5"	5	2+	9	5+	4	4+

AUFSTELLUNG

1x Abaddon the Despoiler

Equipped with: Talon of Horus, Drach'nyen

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Talon of Horus SUSTAINED HITS 1	24"	4	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drach'nyen DEVASTATING WOUNDS	Melee	8	2+	14	-4	3
Talon of Horus DEVASTATING WOUNDS	Melee	14	2+	7	-3	1

ABILITIES

CORE - Leader

RULES - Dark Pacts, Deep Strike, Leader

Dark Destiny

Each time this model makes a Dark Pact and does not fail the resulting leadership roll, if the result of that roll was 7+, you gain 1CP.

The Warmaster

In your Command phase, select one Warmaster ability. Until the start of your next Command phase, this model has that ability.

Leader

This model can be attached to the following units:

- CHAOS TERMINATOR SQUAD
- CHOSEN

Paragon of Hatred (Aura) (Warmaster)

Ability: While a friendly HERETIC ASTARTES unit (excluding DAMNED units) is within 6" of this model, each time a model in that unit makes an attack, you can re-roll the Hit roll.



Mark of Chaos Ascendant (Aura) (Warmaster)

Ability: While a friendly HERETIC ASTARTES INFANTRY or HERETIC ASTARTES MOUNTED unit (excluding DAMNED units) is within 6" of this model, models in that unit have a 4+ invulnerable save.

Lord of the Traitor Legions (Aura) (Warmaster)

Ability: While a friendly HERETIC ASTARTES unit (excluding DAMNED units) is within 6" of this model, you can re-roll Leadership and Battle-shock tests taken for that unit.

WEAPON RULES

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.*



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).

