

OBLITERATORS

OBLITERATOR

M	T	SV	W	LD	OC	
4"	7	2+	5	6+	2	5+

AUFSTELLUNG

2x Obliterator - Equipped with: Crushing fists, ►
Fleshmetal guns - focused malice, ► Fleshmetal guns -
ruinous salvo, ► Fleshmetal guns - warp hail

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Fleshmetal guns - focused malice MELTA 2	18"	D3	3+	12	-3	4
► Fleshmetal guns - ruinous salvo BLAST	24"	D6	3+	8	-2	2
► Fleshmetal guns - warp hail SUSTAINED HITS 1	24"	D6+3	3+	5	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing fists	Melee	4	3+	9	-2	2

ABILITIES

RULES - Dark Pacts, Deep Strike

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Warp Rift Firepower

(Once per battle, per unit): In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this unit's ranged attacks have [INDIRECT FIRE].



WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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).*