

JAKHALS

JAKHAL PACK LEADER

M	T	SV	W	LD	OC
7"	4	6+	1	7+	1

AUFSTELLUNG

1x Jakhal Pack Leader - Equipped with: Autopistol, Chainblades
1x Dishonoured w/ skullsmasher and mangler oder Dishonoured w/ paired manglers

Wargear Options:

- This unit can replace its 8 chainblades with 2 mauler chainblades, 15 chainblades, 17 chainblades, 1 mauler chainblade, 7 chainblades or 1 mauler chainblade, 16 chainblades.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblades	Melee	3	4+	3	0	1
Mauler chainblade	Melee	3	5+	4	-1	2
Paired manglers	Melee	4	4+	4	0	1
Skullsmasher and mangler	Melee	2	4+	4	-1	2

ABILITIES

RULES - Blessings of Khorne

Icon of Khorne

If the bearer's unit contains 1 or more Icons of Khorne, each time the bearer's unit destroys an enemy unit, you gain one Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost.

Objective Ravaged

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.



WEAPON RULES

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.