

DEATHLEAPER

M	T	SV	W	LD	OC	
8"	6	3+	7	7+	1	4+

AUFSTELLUNG

1x Deathleaper

Equipped with: Lictor claws and talons

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lictor claws and talons PRECISION	Melee	6	2+	7	-2	2

ABILITIES

RULES - Fights First, Infiltrators, Lone Operative, Stealth, Synapse

Fear of the Unseen (Aura)

While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test.

Feeder Tendrils

Each time this model destroys an enemy Character model, you gain 1CP.

Hunter Organism

This model cannot be your Warlord



WEAPON RULES

Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

