

SKORPEKH LORD

M	T	SV	W	LD	OC	
8"	7	3+	7	6+	2	

AUFSTELLUNG

1x Skorpekh Lord (60mm)

Equipped with: Enmitic annihilator, Flensing claw, Hyperphase harvester

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Enmitic annihilator RAPID FIRE 2	18"	2	2+	6	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flensing claw	Melee	8	2+	6	-1	1
Hyperphase harvester	Melee	4	2+	10	-3	3

ABILITIES

CORE - Leader

RULES - Leader, Reanimation Protocols

Crimson Harvest

Each time this model ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D3+3 mortal wounds.

United In Destruction

While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Leader

This model can be attached to the following units:

- SKORPEKH DESTROYERS



WEAPON RULES

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).