

SCREAMER-KILLER

M	T	SV	W	LD	OC
8"	9	2+	10	8+	3

AUFSTELLUNG

1x Screamer-killer (90mm)

Equipped with: Bio-plasmic scream, Screamer-killer talons



⊕ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bio-plasmic scream ASSAULT, BLAST	18"	D6+3	4+	8	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Screamer-killer talons	Melee	10	3+	10	-2	3

ABILITIES

RULES - Deadly Demise 1, Synapse

Death Scream

In your Shooting phase, after this model has shot, select one unit hit by one or more of those attacks. That unit must take a Battle-shock test, subtracting 1 from that test.

WEAPON RULES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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).

