

TOXICRENE

M	T	SV	W	LD	OC
8"	11	3+	14	8+	4

AUFSTELLUNG

1x Toxicrene (120x92mm Oval Base)

Equipped with: Massive toxic lashes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Massive toxic lashes ANTI-INFANTRY 2+	9"	2D6	3+	6	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Massive toxic lashes ANTI-INFANTRY 2+	Melee	12	3+	6	-1	2

ABILITIES

RULES - Deadly Demise D3, Synapse

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Grasping Tendrils

Each time an enemy unit (excluding Titanic units) within Engagement Range of one or more units from your army with this ability is selected to Fall Back, you can roll one D6: on a 3+, that enemy unit must Remain Stationary instead.

Hypertoxic Miasma (Aura)

At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds.



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.