

# DRAZHAR

85 PTS



| M  | T | SV | W | LD | OC |    |
|----|---|----|---|----|----|----|
| 7" | 3 | 2+ | 5 | 6+ | 1  | 4+ |

## MELEE WEAPONS

| WEAPON                                         | RANGE | A | WS | S | AP | D |
|------------------------------------------------|-------|---|----|---|----|---|
| ► The Executioner's demiklaives - Dual Blades  | Melee | 8 | 2+ | 5 | -2 | 2 |
| <b>DEVASTATING WOUNDS</b>                      |       |   |    |   |    |   |
| ► The Executioner's demiklaives - Single Blade | Melee | 6 | 2+ | 6 | -2 | 3 |
| <b>DEVASTATING WOUNDS</b>                      |       |   |    |   |    |   |

## AUFSTELLUNG

1x Drazhar

**Equipped with:** ► The Executioner's demiklaives - Dual Blades, ► The Executioner's demiklaives - Single Blade

## ABILITIES

### CORE - Leader

#### Master of Blades (Pain)

In the Fight phase, when you select this model's unit to fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

#### Onslaught

While this model is leading a unit, each time a model in that unit makes a Pile-In or Consolidation move, it can move up to 6" instead of up to 3".

### Silent Executioner

Each time this model make an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that target is Below Half-Strength, you can re-roll the Wound roll as well.

### Leader

This model can be attached to the following unit:

- Incubi

## WEAPON RULES

### DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

## CORE RULES

### ◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

