

ARMIGER WARGLAIVE

140 PTS



M	T	SV	W	LD	OC
12"	9	3+	14	7+	6



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Questoris heavy stubber RAPID FIRE 3	36"	3	3+	4	-1	1
Thermal spear MELTA 4	18"	2	3+	12	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Reaper chain-cleaver - strike	Melee	4	3+	10	-3	3
➤ Reaper chain-cleaver - sweep	Melee	8	3+	8	-2	1

AUFSTELLUNG

1x Armiger Warglaive

Equipped with: Meltagun, Questoris heavy stubber, Thermal spear, ➤ Reaper chain-cleaver - strike, ➤ Reaper chain-cleaver - sweep

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Impetuous Glory

Each time this model makes a charge move, until the end of the turn, add 1 to the Attacks characteristic of this model's reaper chain-cleaver - strike profile, and add 2 to the Attacks characteristic of this model's reaper chain-cleaver - sweep profile.

Invulnerable Save (5+)

This model has a 5+ invulnerable save against ranged attacks.

WEAPON RULES

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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).*

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

