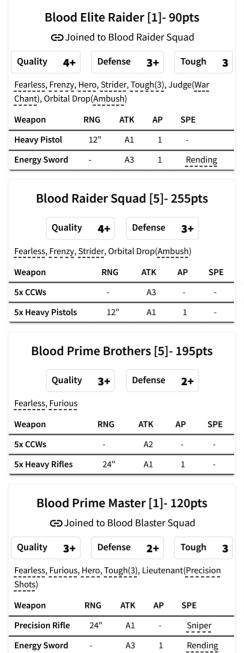
Blood Prime Brothers • 2500pts







Blood Suppression Squad [3]-

620pts

2+

АЗ

A2

Tough

2

3

SPE

Defense

RNG

36"

Ambush, Fearless, Flying, Tough(3), Furious

Quality

Weapon

3x CCWs

3x Autocannons

3+

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9" away from enemy units. If both player have Ambush, they roll-off to see who deploys first, and then alternate in placing them.

Battle Rites: The hero and its unit get +1 to hit when shooting.

Blast: Ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.

Fearless: Gets +1 to morale tests.

Flying: May move through all obstacles, and may ignore terrain effects.

Frenzy: This model gets +2 attacks with a weapon of your choice when charging.

Furious: Gets +1 attack with a weapon of your choice when charging.

Hero: May be deployed as part of one friendly unit, which may use its Quality value for morale tests. When taking hits, you must use the unit's Defense value, until all non-hero models are killed.

Holy Chalice: The hero and its unit get +1 to hit in melee and the Regeneration rule.

Medical Training: This model and its unit get the Regeneration rule.

Precision Shots: The hero and its unit get AP(+1) when shooting.

Rending: Unmodified results of 6 to hit count as having AP(4), and ignore the regeneration rule.

Shield Wall: Enemies get -1 to hit when they attack units where all models have this rule.

Sniper: Shoots at Quality 2+, and may pick one model in a unit as its target, which is resolved as if it's a unit of 1.

Strider: This model may ignore the effects of difficult terrain.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

War Chant: The hero and its unit get +1 attack in melee when charging.