

Great Wurm

POINTS: 400

The Wyrms are great beasts of chaos, and fully embraced the dread powers of the warp when offered immortality in exchange for eternal service.



GREAT WYRM										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Great Wurm	330	5	5	6	6	4	5	3	10	3+

Unit Type:

- Monstrous Creature

Number/squad:

- 1

Weapons/Equipment:

- Wings
- Crushing Attacks
- Multiple Breath Weapons
- Iron Hard Skin

Special Rules:

- Wings.** Moves as Jump Infantry. Must be placed in Strategic Reserve and is deployed via Deep Strike.
- Crushing Attacks.** Any model suffering a wound from a Great Wurm in close combat must pass a Leadership test for each wound suffered or suffer Instant Death.
- Multiple Breath Weapons.** Great Wyrms have the ability to expel the contents of their radiation-filled flight bladders onto their enemies, and can vary the composition of the flame based on their targets. There are three basic types: Acidic Bile, Toxic Breath, and Flaming Death. A Great Wurm may make up to three breath attacks each turn (using any of the three types) and may target different units with each attack. Any of the targets are valid targets for the Wurm's following assault phase.
- Iron Hard Skin.** A Great Wurm's armour save is invulnerable, and they have the *Eternal Warrior* special rule. Due to their innate connection with the Warp, Great Wyrms are considered *Daemonic*.

Name	Range	S	AP	Special
Acidic Bile	24"	8	1	Assault 1
Toxic Breath	Template	*	*	Assault 1, Poisoned (4+)
Flaming Death	24"	5	3	Assault 3

*Toxic Breath ignores armour and cover saves. Vehicles are glanced on a roll of 4+.

Black Flight

POINTS: 200+ models

When the great wyrms go to war against the forces of order, they can appear in numbers that darken the skies. They own the air, and any mechanical craft had better stay clear.



Formation:

- ❑ 4+ Great Wyrms, one must be designated as the King Drake. The King Drake has 8 strength and 8 wounds.

Special Rules:

- ❑ **Intelligent Coordination.** All great wyrms must be deep strike within 12" of the King Drake and will only scatter 1D6".
- ❑ **The Great Flight.** At the start of a movement phase the King Drake may declare he and his great wyrms will spend the turn in flight. They may move as flyers as long as they stay within 12" of another model in the flight. They may not initiate an assault, but may be assaulted by jump infantry or jetbikes.
- ❑ **They Own the Skies.** If at the start of a movement phase any enemy flyer is within 24" of any member of the flight, the King Drake may direct the flight to attack the flyer instead of moving normally. The flight is moved to within 1" of the flyer model during the movement phase and may then assault in the assault phase. The great wyrms hit the flyer on a D6 roll of 6 and may damage the vehicle as normal. From that point until the start of their next turn they are treated as flyers as in "The Great Flight" above. The black flight may assault more than one enemy flyer in a turn as long as they can stay within 12" of another model in the flight.