

# HELL PIT ABOMINATION

Living nightmares, Hell Pit Abominations are misshapen monstrosities of immense size that squirm, lurch and drag their way into battle. Their grotesque assemblages of snapping jaws, lashing talons and crushing fists make short work of the foe.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnashing Teeth	1"	6	3+	3+	☀	2
Flailing Fists	2"	☀	3+	3+	-1	3
Avalanche of Flesh	1"	—————		See opposite	—————	

## DAMAGE TABLE

Wounds Suffered	Gnashing Teeth	Flailing Fists	Avalanche of Flesh
0-2	-3	6	2+
3-4	-2	5	3+
5-6	-2	4	4+
7-8	-1	3	5+
10+	-1	2	6+

KEYWORDS

CHAOS, SKAVENTIDE, CLANS MOULDER, FIGHTING BEAST, MONSTER, HELL PIT ABOMINATION

## DESCRIPTION

A Hell Pit Abomination is a single model armed with Gnashing Teeth, Flailing Fists and an Avalanche of Flesh.

## ABILITIES

**Avalanche of Flesh:** *A Hell Pit Abomination can rear up to its fullest height before crashing back to the ground, crushing foes beneath its sickening bulk.*

Do not use the attack sequence for an attack made with an Avalanche of Flesh. Instead, roll a number of dice equal to the number of models from the target unit within 3" of the attacking model. You can re-roll any of the dice if this model made a charge move in the same turn. The target unit suffers 1 mortal wound for each roll that is equal to or greater than the Avalanche of Flesh value shown on this model's damage table.

**Regenerating Monstrosity:** *Hell Pit Abominations are notoriously difficult to slay, and can even regrow severed limbs.*

In your hero phase, you can heal up to D3 wounds allocated to this model.

**Terrifying:** *This horrific monstrosity strikes fear deep into the hearts of its enemies.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

**Warpstone Spikes:** *The warpstone spikes driven into the flesh of a Hell Pit Abomination make it highly resistant to magical spells.*

Each time this model is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+ ignore the effects of that spell on this model.

**Too Horrible to Die:** *As a Hell Pit Abomination twitches its last shuddering death throes, there is a chance its unholy metabolism will restart one of its many foul hearts, or at the very least that its carcass will disgorge the revolting tide of parasitic rats that had been gnawing upon its innards.*

The first time this model is slain, before removing it from the battlefield, roll a dice and look up the roll on the table below.

## D6 Result

- |     |   |
|-----|---|
| 1-2 | <i>Dead:</i> Remove this model from play as normal.   |
| 3-4 | <i>The Rats Emerge:</i> All units within 3" of this model immediately suffer D3 mortal wounds. Then remove this model from play.  |
| 5-6 | <i>It's Alive!:</i> This model is not slain. Instead, you must heal D6 wounds allocated to it, and any wounds or mortal wounds that remain to be allocated to it are negated. |