SINDRI MYR



,,*I would crush you like an insect!But I still have a use for you*...,,

Alignment : Neutral Evil Race : Human Mutant Class : Psychic , Wizard , Chaos

Series-Warhammer 40K(Dawn of War)

Type-Commander,4CP

Role-Disabler,AOE DPS,Melee DPS(As Bloodthirster)

Difficulty-2.5/5

1.Doombolt-Sindri deals 5 damage with 6x attacks,divided however he chooses among his enemies.Ranged Attack(s)

2.Chains of Chaos-Sindri deals 10 damage to a target unit,that unit can not use Melee attacks,use Shield Abilities or turn invisible during this action .Ranged Attack

3.Teleport-Sindri is unaffected by all abilities during this Action.Shield Ability

4.Deathrow(Corruption)-all enemies take 10 damage at the start of each of their actions.This ability lasts for 3 Actions,not counting the one when it was used.Shield ability

Ultimate-3+2,Acsencion-Sindri targets himself or Another willing friendly Hero.The target instantly drops to 0HP and dies,he is then replaced with a Bloodthirster,which Sindri controls.The Bloodthirster is at full hp,and has no Stacks on him.He uses his own set of abilities.When the Bloodthirster enters play he deals 20 damage to all enemies.Mode



1.Crush-Sindri deals 50 damage to a single target,then if he kills it,he may strike again(once per turn).Melee Attack

2.Fly- Sindri gains flying for this and his next action.Shield Ability

3.Demonic Regeneration-If an Action passes where Sindri does not attack an enemy,Sindri takes 20 damage at the beggining of his next action.Otherwise(if he did attack) he Heals 40HP at the start of his next action.Passive Ability

Servants List-

Cultist-10/10,Cultist may skip their attacks to get Stealth.If they attack they exit Stealth.1CP,Melee Attack

Chaos Space Marine-20/30,2CP,Ranged Attack

Horrors- 20/30,Horrors attacks hit up to 3 enemies,3CP,Ranged attack

Raptors-40/30,This unit is always considered to be Flying.4CP Ranged attack

Khorne Berzerker-40/30, This unit is totally immune to all Stun effects and all effects that would force them to lose control of their actions.A Berzerker may skip an attack,giving himself a buff which lets him deal +20 damage on his next attack(this ability Stacks indefinetly).4CP,Melee Attack