

Stomp (X)

A [model](#) with this special rule must make a Special Close Combat Attack in the [Close Combat Phase](#) at Initiative 0 against a single enemy unit in base contact, provided that the Troop Type of the target unit is [Infantry](#), [War Beast](#), [Swarm](#) or [War Machine](#). This attack deals a number of hits equal to the value stated within brackets (X), which automatically hit and have a Strength equal to the [model](#)'s own Strength. Hits caused by [Stomp](#) can only be allocated onto models with [Infantry](#), [War Beast](#), [Swarm](#) or [War Machine](#) Troop Type (ignore models of different Troop Type when distributing hits). When several models in the same unit have this special rule, and when X is a random number (for example [Stomp](#) (D6)), roll for the number of hits separately.

In multi-part models, riders can never [Stomp](#). [Stomp](#) attacks can only ever be allocated to models that can normally be stomped. Being a [Special Attack](#), [Stomp](#) never benefits from any equipment or special rule the [model](#) has.