

HELLBLADE [LEGENDS] - CHAOS - THOUSAND SONS

115 PTS

M	T	Sv	W	LD	OC
20+''	8	3+	10	6+	0

INVULNERABLE
SAVE



AUFSTELLUNG

1x Hellblade [Legends]

Equipped with: Twin autocannon, Twin lascannon, Armoured hull

Wargear Options:

- This model can replace its Two twin autocannons with Two twin lascannons.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Tzeentch, Hellblade

FACTION KEYWORDS: Thousand Sons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin autocannon <small>TWIN-LINKED</small>	48"	2	3+	9	-1	3
Twin lascannon <small>TWIN-LINKED</small>	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON ABILITIES

Twin-linked

Each time an attack is made with a **TWIN-LINKED** weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.