

CRIMSON HUNTER

M

-

T

8

SV

3+

W

12

LD

6+

OC

-

RW

5+

160 PTS

Base 120x92mm Oval
Base



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

2x Bright Lance

R

36"

A

1

BS

3+

S

12

AP

-3

D

D6+2

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

Pulse Laser

R

48"

A

3

BS

3+

S

9

AP

-2

D

D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

2x Starcannon

R

36"

A

2

BS

3+

S

8

AP

-3

D

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Skyhunter

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

4

ANGRIFF

5

NAHKAMPF

Wraithbone Hull

R

Melee

A

3

WS

4+

S

6

AP

0

D

1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W8 · RW 3+ · 5++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9-15	S8	S5-7	S1-4

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	5++	5++

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

—

AUFSTELLUNG

1x Crimson Hunter

Ausrüstung: 2x Bright Lance, Pulse Laser, 2x Starcannon, Wraithbone Hull

- This model can replace its 2 Starcannons with 2 Bright Lances.