

HELDRAKE

Dark Pacts Deadly Demise D3 Hover

M

12"

T

9

SV

3+

W

12

LD

6+

OC

0

RW

5+

175 PTS
Base 120x92mm Oval
Base



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Baleflamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Hades autocannon

R	A	BS	S	AP	D
36"	6	3+	8	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

4

ANGRIFF

5

NAHKAMPF

Heldrake claws

ANTI-FLY 2+

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	5	3+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

VERTEIDIGUNG

Airborne Predator

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

IMMER / EINMALIG

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

GEGEN DIESE EINHEIT

W9 · RW 3+ · 5++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10-17	S9	S5-8	S1-4

RETTUNGSWURF JE DS

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

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.

Deadly Demise D3

This ability always takes the form Deadly Demise X.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

ANTI

This ability always takes the form [ANTI-X Y+].

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Heldrake

Ausrüstung:

Baleflamer, Hades autocannon, Heldrake claws

▪ This model can replace its Hades autocannon with Baleflamer.