

HELL BLADE [LEGENDS]

M

20+

T

8

SV

3+

W

10

LD

6+

OC

0

RW

5+

115 PTS

Base —



Dark Pacts

Deadly Demise D3

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

2x Twin autocannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	2	3+	9	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Twin lascannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

Interceptor

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

4

ANGRIFF

—

5

NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

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

VERTEIDIGUNG

—

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

W8 · RW 3+ · 5++ · 10 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++

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.

TWIN-LINKED

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

AUFSTELLUNG

1x Hell Blade [Legends]

Ausrüstung:

2x Twin autocannon, Twin lascannon, Armoured hull

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