CHAOS - THOUSAND SONS

HELLBLADE [LEGENDS]

Deadly Demise D3

M	T	SV	W	LD	OC	RW
20+"	8	3+	10	6+	0	5+

115 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Twin autocannon — TWIN-LINKED

R	A	BS	S	AP	D
48"	2	3+	9	-1	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

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∞ IMMER / EINMALIG

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.

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

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 Hellblade [Legends]

Ausrüstung: Twin autocannon, Twin lascannon, Armoured hull

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

KEYWORDS Vehicle, Aircraft, Fly, Chaos, Tzeentch, Hellblade · **FRAKTION** Thousand Sons