

BASILISK

Deadly Demise D3

M

10"

T

9

SV

3+

W

11

LD

7+

OC

3

115 PTS

Base Hull



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Earthshaker cannon

BLAST

INDIRECT FIRE

R

A

BS

S

AP

D

240"

D6+3

4+

8

-2

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Heavy bolter

SUSTAINED HITS 1

R

A

BS

S

AP

D

36"

3

4+

5

-1

2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Heavy flamer

IGNORES COVER

TORRENT

R

A

BS

S

AP

D

12"

D6

N/A

5

-1

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Hunter-killer missile

ONE SHOT

R

A

BS

S

AP

D

48"

1

4+

14

-3

D6

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

Earthshaker Rounds

In your Shooting phase, after this model has shot, if one or more of those attacks made with its earthshaker cannon scored a hit against an enemy INFANTRY unit, until the start of your next Shooting phase, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

4

ANGRIFF

5

NAHKAMPF

Armoured tracks

R

A

WS

S

AP

D

Melee

3

4+

6

0

1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

VERTEIDIGUNG

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 3+ · 11 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+	6+	-

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

Deadly Demise D3 This ability always takes the form Deadly Demise X.

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

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...

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Basilisk

Ausrüstung: Earthshaker cannon, Heavy bolter, Heavy flamer, Hunter-killer missile, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.