

CARNODON [LEGENDS]

Deadly Demise D3

M12"102+127+3

160 PTS
Base —

1KOMMANDO

2BEWEGUNG

Ancient Conquest

Each time this model makes an attack that targets an enemy unit that is within your opponent's deployment zone, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

3BESCHUSS

Autocannon

R	A	BS	S	AP	D
48"	2	4+	9	-1	3

VERWUNDET

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

Carnodon twin autocannon **TWIN-LINKED**

R	A	BS	S	AP	D
48"	2	4+	9	-1	3

VERWUNDET

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

Carnodon twin lascannon **TWIN-LINKED**

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Carnodon twin multi-laser **TWIN-LINKED**

R	A	BS	S	AP	D
36"	6	4+	6	0	1

VERWUNDET

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

Heavy bolter **SUSTAINED HITS 1**

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Heavy flamer **IGNORES COVER** **TORRENT**

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Hunter-killer missile **ONE SHOT**

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Lascannon

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

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

Multi-laser

R	A	BS	S	AP	D
36"	4	4+	6	0	1

VERWUNDET

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

2x Volkite caliver **DEVASTATING WOUNDS**

R	A	BS	S	AP	D
24"	2	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Volkite culverin **DEVASTATING WOUNDS**

R	A	BS	S	AP	D
36"	4	4+	6	0	2

VERWUNDET

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

4ANGRIFF

5NAHKAMPF

Armoured tracks

R	A	WS	S	AP	D
Melee	6	4+	7	0	1

VERWUNDET

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

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W10 · RW 2+ · 12 LP je Modell

WIRD VERWUNDET MIT

2+ S20+	3+ S11-19	4+ S10	5+ S6-9	6+ S1-5
RETTUNGSWURF JE DS				
DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 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.

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...

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.

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

AUFSTELLUNG

1x Carnodon [Legends]

Ausrüstung: Autocannon, Carnodon twin autocannon, Carnodon twin lascannon, Carnodon twin multi-laser, Heavy bolter, Heavy flamer, Hunter-killer missile, Lascannon, Multi-laser, 2x Volkite caliver, Volkite culverin, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Two autocannons with Two heavy bolters, Two heavy flammers, Two lascannons, Two multi-lasers or Two volkite calivers.
- This model can replace its Carnodon twin autocannon with Carnodon twin lascannon, Carnodon twin multi-laser or Volkite culverin.