

HELLHOUND

Deadly Demise D6

M

10"

T

10

SV

2+

W

11

LD

7+

OC

3

115 PTS

Base Hull



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Chem cannon

ANTI-INFANTRY 2+

TORRENT

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

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

Inferno cannon

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
18"	2D6	N/A	6	-2	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+

Flush Them Out

In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the start of your next Shooting phase, that unit is scattered. While a unit is scattered, it cannot have the Benefit of Cover.

4

ANGRIFF

5

NAHKAMPF

Armoured tracks

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

GEGEN DIESE EINHEIT

W10 · RW 2+ · 11 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	S1-5

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	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 D6

This ability always takes the form Deadly Demise X.

ANTI

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

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...

MELTA

This ability always takes the form [MELTA X].

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 Hellhound

Ausrüstung:

Chem cannon, Heavy bolter, Heavy flamer, Hunter-killer missile, Inferno cannon, Melta cannon, Multi-melta, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy flamer with Multi-melta or Heavy bolter.
- This model can replace its Inferno cannon with Chem cannon or Melta cannon.

KEYWORDS Hellhound, Imperium, Vehicle, Squadron, Smoke, Frame · FRAKTION Astra Militarum