

MARAUDER BOMBER [LEGENDS]

Deadly Demise D6+2

M	T	SV	W	LD	OC
-	10	2+	20	7+	-

345 PTS
Base —



1
KOMMANDO

—

2
BEWEGUNG

—

3
BESCHUSS

Heavy bolter

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+

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+

4
ANGRIFF

—

5
NAHKAMPF

Armoured hull

R

A

WS

S

AP

D

Melee

6

4+

8

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

VERTEIDIGUNG

—

IMMER / EINMALIG

Heavy Bombs

Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll nine D6, adding 1 to each result if that unit is a MONSTER or VEHICLE: for each 5+, that unit suffers 1 mortal wound.

Inferno Bombs

Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll nine D6, adding 1 to each result if that unit is not a MONSTER or VEHICLE: for each 5+, that unit suffers 1 mortal wound.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 20 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: 1-7 Wounds Remaining

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6+2 This ability always takes the form Deadly Demise X.

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

AUFSTELLUNG

1x Marauder Bomber [Legends]

Ausrüstung: Heavy bolter, Lascannon, Armoured hull

- This model can replace its Heavy bombs with Inferno bombs.

KEYWORDS Vehicle, Titanic, Fly, Aircraft, Imperium, Marauder Bomber · FRAKTION Astra Militarum