

MARAUDER DESTROYER [LEGENDS]

Deadly Demise D6+2

M

-

T

10

SV

2+

W

20

LD

7+

OC

-

375 PTS
Base —



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

2x Assault cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	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+

Hellstrike missile rack

ANTI-FLY 2+

R	A	BS	S	AP	D
48"	2	4+	10	-3	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

Marauder nose autocannons

TWIN-LINKED

R	A	BS	S	AP	D
48"	4	4+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

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

Bomb Drop

Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, 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.

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

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...

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

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

AUFSTELLUNG

1x Marauder Destroyer [Legends]

Ausrüstung: 2x Assault cannon, Heavy bolter, Hellstrike missile rack, Marauder nose autocannons, Armoured hull