

M

10"

T

9

SV

3+

W

11

LD

7+

OC

3



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

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+

Wyvern quad stormshard mortar

BLAST

INDIRECT FIRE

TWIN-LINKED

R	A	BS	S	AP	D
48"	2D6	4+	5	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Suppression Bombardment

In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) that was hit by one or more attacks made with this model's Wyvern quad stormshard mortar. Unit the start of your next Shooting phase, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

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

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+	-

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.
- TWIN-LINKED

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

AUFSTELLUNG

- 1x Wyvern
- Ausrüstung:** Heavy bolter, Heavy flamer, Hunter-killer missile, Wyvern quad stormshard mortar, Armoured tracks
- This model can be equipped with 1x Hunter-killer missile.
 - This model can replace its Heavy bolter with Heavy flamer.