

# CHAOS DEIMOS PREDATOR [LEGENDS]

Dark Pacts

Deadly Demise D3

M

10"

T

10

SV

3+

W

11

LD

6+

OC

3

115 PTS

Base —

3 BESCHUSS

Combi-bolter

RAPID FIRE 2

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 2 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+  
T1-2

3+  
T3

4+  
T4

5+  
T5-7

6+  
T8+

Conversion beam cannon

CONVERSION

SUSTAINED HITS D3

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 1 | 3+ | 7 | -1 | 3 |

VERWUNDET

2+  
T1-3

3+  
T4-6

4+  
T7

5+  
T8-13

6+  
T14+

Heavy bolter

SUSTAINED HITS 1

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

VERWUNDET

2+  
T1-2

3+  
T3-4

4+  
T5

5+  
T6-9

6+  
T10+

Heavy flamer

IGNORES COVER

TORRENT

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

VERWUNDET

2+  
T1-2

3+  
T3-4

4+  
T5

5+  
T6-9

6+  
T10+

Hunter-killer missile

ONE SHOT

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| R   | A | BS | S  | AP | D  |
| 48" | 1 | 2+ | 14 | -3 | D6 |

VERWUNDET

2+  
T1-7

3+  
T8-13

4+  
T14

5+  
T15-27

6+  
T28+

Infernus cannon

IGNORES COVER

TORRENT

|     |     |     |   |    |   |
|-----|-----|-----|---|----|---|
| R   | A   | BS  | S | AP | D |
| 12" | 2D6 | N/A | 6 | -1 | 1 |

VERWUNDET

2+  
T1-3

3+  
T4-5

4+  
T6

5+  
T7-11

6+  
T12+

Lascannon

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

VERWUNDET

2+  
T1-6

3+  
T7-11

4+  
T12

5+  
T13-23

6+  
T24+

Magna-melta cannon

MELTA 4

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| R   | A | BS | S  | AP | D  |
| 18" | 2 | 3+ | 12 | -4 | D6 |

VERWUNDET

2+  
T1-6

3+  
T7-11

4+  
T12

5+  
T13-23

6+  
T24+

Plasma destroyer - standard

BLAST

|     |    |    |   |    |   |
|-----|----|----|---|----|---|
| R   | A  | BS | S | AP | D |
| 36" | D3 | 3+ | 8 | -2 | 2 |

VERWUNDET

2+  
T1-4

3+  
T5-7

4+  
T8

5+  
T9-15

6+  
T16+

Plasma destroyer - supercharge

BLAST

HAZARDOUS

|     |    |    |   |    |   |
|-----|----|----|---|----|---|
| R   | A  | BS | S | AP | D |
| 36" | D3 | 3+ | 9 | -3 | 3 |

VERWUNDET

2+  
T1-4

3+  
T5-8

4+  
T9

5+  
T10-17

6+  
T18+

5 NAHKAMPF

Armoured tracks

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 4+ | 6 | 0  | 1 |

VERWUNDET

2+  
T1-3

3+  
T4-5

4+  
T6

5+  
T7-11

6+  
T12+

GEGEN DIESE EINHEIT

W10 · RW 3+ · 11 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS  
DS 0  
3+

3+  
S11-19

DS -1  
4+

4+  
S10

DS -2  
5+

5+  
S6-9

DS -3  
6+

6+  
S1-5

DS -4  
-

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.

1  
KOMMANDO

—

2  
BEWEGUNG

—

4  
ANGRIFF

—

◆ VERTEIDIGUNG

**Armoured Spearhead**  
Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

∞ IMMER / EINMALIG

**Khorne**  
Add 2 to the Strength characteristic of this model's hellforged weapons.  
**Nurgle**  
Add 1 to this model's Toughness characteristic.  
**Slaanesh**  
Add 2" to this model's Move characteristic.  
**Tzeentch**  
Add 3 to the Attacks characteristic of this model's infernal cannon.

REGELN & KEYWORDS KURZ

- Dark Pacts** If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.
- 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...
- HAZARDOUS** Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...
- 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.
- RAPID FIRE** This ability always takes the form [RAPID FIRE X].
- 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 Chaos Deimos Predator [Legends]
- Ausrüstung:** Combi-bolter, Conversion beam cannon, Heavy bolter, Heavy flamer, Hunter-killer missile, Infernus cannon, Lascannon, Magna-melta cannon, ► Plasma destroyer - standard, ► Plasma destroyer - supercharge, Armoured tracks
- This model can be equipped with 1x Hunter-killer missile.
  - This model can replace its Plasma destroyer with Conversion beam cannon, Magna-melta cannon or Infernus cannon.
  - This model can be equipped with one of: 2 heavy bolters, 2 lascannons, 2 heavy flamers.