

CHAOS - THOUSAND SONS

CHAOS PREDATOR
DESTRUCTOR

Deadly Demise D3

M

10"

T

10

SV

3+

W

11

LD

6+

OC

3

140 PTS

Base Hull

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Havoc launcherBLAST

R	A	BS	S	AP	D
48"	D6	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Inferno combi-bolterRAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Inferno combi-weaponANTI-INFANTRY 4+

DEVASTATING WOUNDSRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Inferno heavy bolterSUSTAINED HITS 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Lascannon

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

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

Predator autocannonRAPID FIRE 2

R	A	BS	S	AP	D
48"	4	3+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Ensorcelled DestructionEach time this model makes a ranged attack that targets a unit (excluding Monsters and Vehicles) that was hit by one or more Psychic attacks made by a Thousand Sons Psyker unit from your army this turn, improve the Strength and Armour Penetration characteristic of that attack by 1.

4ANGRIFF

5NAHKAMPF

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

6IMMER / EINMALIG

Mortal Sorcery (Aura)While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

GEGEN DIESE EINHEIT

W10 · RW 3+ · 11 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSSCHWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
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 D3 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 (round down).

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...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

1x Chaos Predator Destructor

Ausrüstung: Havoc launcher, Inferno combi-bolter, Inferno combi-weapon, Inferno heavy bolter, Lascannon, Predator autocannon, Armoured tracks

This model can be equipped with one of: Inferno combi-bolter, Inferno combi-weapon.

This model can be equipped with one of: 2 Inferno heavy bolters, 2 lascannons.

KEYWORDS Vehicle, Smoke, Chaos, Tzeentch, Predator Destructor, Frame · FRAKTION Thousand Sons