

Deadly Demise D3 Hover

M

12"

T

9

SV

3+

W

12

LD

6+

OC

0

RW

5+

175 PTS

Base 120x92mm Oval Base



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Baleflamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Hades autocannon

R	A	BS	S	AP	D
36"	6	3+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

4

ANGRIFF

—

5

NAHKAMPF

Heldrake claws

ANTI-FLY 2+

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	5	3+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

VERTEIDIGUNG

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IMMER / EINMALIG

Flame-wreathed

Each time this model ends a Normal move, select one enemy unit it moved over during that move. Until the end of the turn, models in that unit cannot have the Benefit of Cover.

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

W9 · RW 3+ · 5++ · 12 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+	5++	5++

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Hover Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

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...

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...

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Heldrake

Ausrüstung: Baleflamer, Hades autocannon, Heldrake claws

- This model can replace its Hades autocannon with Baleflamer.