

CHAOS - THOUSAND SONS

HELLBLADE

[LEGENDS]

M20+

T8

SV3+

W10

LD6+

OC0

RW5+

115 PTS

Base —

Deadly Demise D3

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Twin autocannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	2	3+	9	-1	3

VERWUNDET

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

Twin lascannon

TWIN-LINKED

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+

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

4ANGRIFF

5NAHKAMPF

Armoured hull

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

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

W8 · RW 3+ · 5++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+ S16+	3+ S9-15	4+ S8	5+ S5-7	6+ S1-4
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 5++	DS -4 5++
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REGELN & KEYWORDS KURZ

Deadly Demise D3

This ability always takes the form Deadly Demise X.

TWIN-LINKED

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

AUFSTELLUNG

1x Hellblade [Legends]

Ausrüstung: Twin autocannon, Twin lascannon, Armoured hull

This model can replace its Two twin autocannons with Two twin lascannons.

KEYWORDS Vehicle, Aircraft, Fly, Chaos, Tzeentch, Hellblade · FRAKTION Thousand Sons