

CARNODON [LEGENDS]

Deadly Demise D3

M

12"

T

10

SV

2+

W

12

LD

7+

OC

3

160 PTS

Base —

3

BESCHUSS

Autocannon

R	A	BS	S	AP	D
48"	2	4+	9	-1	3
VERWUNDET					
2+		3+	4+	5+	6+
T1-4		T5-8	T9	T10-17	T18+

Carnodon twin autocannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	2	4+	9	-1	3
VERWUNDET					
2+		3+	4+	5+	6+
T1-4		T5-8	T9	T10-17	T18+

Carnodon twin lascannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6+1
VERWUNDET					
2+		3+	4+	5+	6+
T1-7		T8-13	T14	T15-27	T28+

Carnodon twin multi-laser

TWIN-LINKED

R	A	BS	S	AP	D
36"	6	4+	6	0	1
VERWUNDET					
2+		3+	4+	5+	6+
T1-3		T4-5	T6	T7-11	T12+

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+

Lascannon

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1
VERWUNDET					
2+		3+	4+	5+	6+
T1-6		T7-11	T12	T13-23	T24+

Multi-laser

R	A	BS	S	AP	D
36"	4	4+	6	0	1
VERWUNDET					
2+		3+	4+	5+	6+
T1-3		T4-5	T6	T7-11	T12+

2x Volkite caliver

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	2	4+	5	0	1
VERWUNDET					
2+		3+	4+	5+	6+
T1-2		T3-4	T5	T6-9	T10+

Volkite culverin

DEVASTATING WOUNDS

R	A	BS	S	AP	D
36"	4	4+	6	0	2
VERWUNDET					
2+		3+	4+	5+	6+
T1-3		T4-5	T6	T7-11	T12+

5

NAHKAMPF

Armoured tracks

R	A	WS	S	AP	D
Melee	6	4+	7	0	1
VERWUNDET					
2+		3+	4+	5+	6+
T1-3		T4-6	T7	T8-13	T14+

GEGEN DIESE EINHEIT

W10 · RW 2+ · 12 LP je Modell

WIRD VERWUNDET MIT

	2+	3+	4+	5+	6+
	S20+	S11-19	S10	S6-9	S1-5
RETTUNGSWURF JE DS					
	DS 0	DS -1	DS -2	DS -3	DS -4
	2+	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.

KEYWORDS Vehicle, Imperium, Squadron, Smoke, Carnodon, Frame · FRAKTION Astra Militarum

1

KOMMANDO

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2 BEWEGUNG

Ancient Conquest

Each time this model makes an attack that targets an enemy unit that is within your opponent's deployment zone, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

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ANGRIFF

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VERTEIDIGUNG

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IMMER / EINMALIG

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REGELN & KEYWORDS KURZ

- Deadly Demise D3** This ability always takes the form Deadly Demise X.
- 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...
- 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 Carnodon [Legends]
- Ausrüstung:** Autocannon, Carnodon twin autocannon, Carnodon twin lascannon, Carnodon twin multi-laser, Heavy bolter, Heavy flamer, Hunter-killer missile, Lascannon, Multi-laser, 2x Volkite caliver, Volkite culverin, Armoured tracks
- This model can be equipped with 1x Hunter-killer missile.
 - This model can replace its Two autocannons with Two heavy bolters, Two heavy flamers, Two lascannons, Two multi-lasers or Two volkite calivers.
 - This model can replace its Carnodon twin autocannon with Carnodon twin lascannon, Carnodon twin multi-laser or Volkite culverin.