



1KOMMANDO

2BEWEGUNG

3

BESCHUSS

Deathstrike Missile

BLAST

ONE SHOT

PLASMA WARHEAD

R

A

BS

S

AP

D

N/A

2D6

2+

16

-4

1

VERWUNDET

2+T1-8

3+T9-15

4+T16

5+T17-31

6+T32+

Heavy bolter

SUSTAINED HITS 1

R

A

BS

S

AP

D

36"

3

4+

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

4+

14

-3

D6

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Deathstrike Missile

In your Shooting phase, each time this model is selected to shoot, if it has not shot with its Deathstrike missile this battle, you can do one of the following in addition to resolving this model's ranged attacks:
- Designate Target: If this model does not have a Deathstrike Target marker on the battlefield, place a Deathstrike Target marker for this model anywhere on the battlefield.
- Adjust Target: If this model has a Deathstrike Target marker on the battlefield, move that marker to anywhere else on the battlefield.

4

ANGRIFF

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+

VERTEIDIGUNG

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W10 · RW 3+ · 11 LP je Modell

WIRD VERWUNDET MIT

2+S20+

3+S11-19

4+S10

5+S6-9

6+S1-5

RETTUNGSSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

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.

REGELN & KEYWORDS KURZ

Deadly Demise D6 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 (round...)

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.

AUFSTELLUNG

1x Deathstrike

Ausrüstung: Deathstrike Missile, Heavy bolter, Heavy flamer, Hunter-killer missile, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.