



1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

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+

Storm eagle rockets

ANTI-INFANTRY 2+

BLAST

INDIRECT FIRE

R	A	BS	S	AP	D
120"	D6	4+	7	-2	3

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Furious Barrage

In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) that was hit by one or more of those attacks made with this model's storm eagle rockets. Until the start of your next Shooting phase, that enemy unit is staggered. While a unit is staggered, subtract 1 from the Objective Control characteristic of models in that unit (to a minimum of 1).

4ANGRIFF

—

5NAHKAMPF

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+	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
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).

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...

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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 Manticore

Ausrüstung: Heavy bolter, Heavy flamer, Hunter-killer missile, Storm eagle rockets, Armoured tracks

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