

MARAUDER BOMBER [LEGENDS]

Deadly Demise D6+2

M

-

T

10

SV

2+

W

20

LD

7+

OC

-

345 PTS
Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

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+

Lascannon

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

4

ANGRIFF

—

5

NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	6	4+	8	0	1

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

VERTEIDIGUNG

—

IMMER / EINMALIG

Heavy Bombs

Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll nine D6, adding 1 to each result if that unit is a MONSTER or VEHICLE: for each 5+, that unit suffers 1 mortal wound.

Inferno Bombs

Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll nine D6, adding 1 to each result if that unit is not a MONSTER or VEHICLE: for each 5+, that unit suffers 1 mortal wound.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 20 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: 1-7 Wounds Remaining

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6+2 This ability always takes the form Deadly Demise X.

SUSTAINED HITS

 This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Marauder Bomber [Legends]

Ausrüstung: Heavy bolter, Lascannon, Armoured hull

- This model can replace its Heavy bombs with Inferno bombs.