

MARAUDER DESTROYER [LEGENDS]

Deadly Demise D6+2

M

T

SV

W

LD

OC

-

10

2+

20

7+

-

375 PTS
Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

2x Assault cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	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+

Hellstrike missile rack

ANTI-FLY 2+

R	A	BS	S	AP	D
48"	2	4+	10	-3	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

Marauder nose autocannons

TWIN-LINKED

R	A	BS	S	AP	D
48"	4	4+	10	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

4

ANGRIFF

—

5

NAHKAMPF

Armoured hull

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

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

VERTEIDIGUNG

—

00

IMMER / EINMALIG

Bomb Drop

Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, 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.
ANTI This ability always takes the form [ANTI-X Y+].
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...
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Marauder Destroyer [Legends]
Ausrüstung: 2x Assault cannon, Heavy bolter, Hellstrike missile rack, Marauder nose autocannons, Armoured hull