

GREY KNIGHTS RELIC RAZORBACK [LEGENDS]

Deadly Demise D3

M

12"

T

9

SV

3+

W

10

LD

6+

QC

2

95 PTS

Base —

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Hunter-killer missile

ONE SHOT

R	A	BS	S	AP	D
48"	1	2+	14	-3	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Multi-melta

MELTA 2

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Twin Psycannon

PSYCHIC

TWIN-LINKED

R	A	BS	S	AP	D
24"	3	3+	8	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Twin assault cannon

DEVASTATING WOUNDS

TWIN-LINKED

R	A	BS	S	AP	D
24"	6	3+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Twin heavy bolter

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Twin lascannon

TWIN-LINKED

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

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

Fire Support

In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

4

ANGRIFF

—

5

NAHKAMPF

Armoured tracks

Melee

R	A	WS	S	AP	D
3	4+	6	0	1	

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W9 · RW 3+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

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...

MELTA This ability always takes the form [MELTA X].

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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 Grey Knights Relic Razorback [Legends]

Ausrüstung: Hunter-killer missile, Multi-melta, Storm bolter, Twin Psycannon, Twin assault cannon, Twin heavy bolter, Twin lascannon, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Twin heavy bolter with Twin Psycannon, Twin assault cannon, Twin lascannon or Multi-melta.

Transport

This model has a transport capacity of 6 Grey Knights Infantry models. It cannot transport Terminator models.