115 PTS

M	T	SV	W	LD	OC
20+"	8	3+	10	6+	0

5+

HELLBLADE [LEGENDS]

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Hellblade [Legends]

Equipped with: Twin autocannon, Twin lascannon, Armoured hull

Wargear Options:

■ This model can replace its Two twin autocannons with Two twin lascannons.

ABILITIES

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

WEAPON RULES

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Tzeentch, Hellblade

FACTION: Thousand Sons