

COBRA [LEGENDS]

M	T	SV	W	LD	OC	
14"	11	2+	24	6+	8	5+

AUFSTELLUNG

1x Cobra [Legends]

Equipped with: Bright Lance, D-Impaler, Scatter Laser, Shuriken Cannon, Starcannon, ► Aeldari missile launcher - starshot, ► Aeldari missile launcher - sunburst, Wraithbone Hull

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
D-Impaler <small>BLAST, DEVASTATING WOUNDS</small>	36"	D6+3	3+	16	-4	4
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon <small>SUSTAINED HITS 1</small>	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
► Aeldari missile launcher - starshot	48"	1	3+	10	-2	D6
► Aeldari missile launcher - sunburst <small>BLAST</small>	48"	D6	3+	4	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	6	4+	6	0	1

ABILITIES

RULES - Battle Focus, Deadly Demise D6+2

D-Rift

In your Shooting phase, just after selecting a target for this model's D-impaler, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a D-rift. After this model has finished making its attacks against that target unit this phase, each unit struck by a D-rift this phase suffers D3 mortal wounds.

Damaged: 1-8 Wounds Remaining

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll



WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).