

PHOENIX [LEGENDS]

M	T	SV	W	LD	OC
-	9	3+	16	6+	-

AUFSTELLUNG

1x Phoenix [Legends]

Equipped with: Phoenix missile array, Phoenix pulse laser, Twin shuriken cannon, Wraithbone Hull

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Phoenix missile array <small>BLAST</small>	48"	D6	3+	6	-1	2
Phoenix pulse laser	48"	4	3+	10	-2	D6
Twin shuriken cannon <small>SUSTAINED HITS 1, TWIN-LINKED</small>	24"	3	3+	6	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

RULES - Battle Focus, Deadly Demise D3

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Strafing Run

Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to 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).*



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).

Twin-linked

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