

# WARP HUNTER [LEGENDS]

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | SV | W  | LD | OC |
| 14" | 9 | 3+ | 12 | 6+ | 3  |

### AUFSTELLUNG

1x Warp Hunter [Legends]

**Equipped with:** Shuriken Cannon, Twin Shuriken Catapult,  
➤ D-Flail - blast, ➤ D-Flail - rift, Wraithbone Hull

### Wargear Options:

- This model can replace its Twin Shuriken Catapult with Shuriken Cannon.

### ⚙️ RANGED WEAPONS

| WEAPON                                          | RANGE | A  | BS  | S  | AP | D |
|-------------------------------------------------|-------|----|-----|----|----|---|
| Shuriken Cannon<br>SUSTAINED HITS 1             | 24"   | 3  | 3+  | 6  | -1 | 2 |
| Twin Shuriken Catapult<br>ASSAULT, TWIN LINKED  | 18"   | 2  | 3+  | 4  | -1 | 1 |
| ➤ D-Flail - blast<br>BLAST, DEVASTATING WOUNDS  | 24"   | D3 | 3+  | 12 | -4 | 3 |
| ➤ D-Flail - rift<br>DEVASTATING WOUNDS, TORRENT | 12"   | D3 | N/A | 12 | -4 | 3 |

### ⚔️ 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: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

#### Devastating Assault

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.



## WEAPON RULES

### Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

### 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).*

### **Torrent**

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

### **Twin-linked**

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