

HELDRAKE

M	T	SV	W	LD	OC	
12"	9	3+	12	6+	0	

AUFSTELLUNG

1x Heldrake (120x92mm Oval Base)

Equipped with: Baleflamer, Hades autocannon, Heldrake claws

Wargear Options:

- This model can replace its Hades autocannon with Baleflamer.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer <small>IGNORES COVER, TORRENT</small>	12"	D6+3	N/A	6	-2	2
Hades autocannon	36"	6	3+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heldrake claws <small>ANTI-FLY 2+, DEVASTATING WOUNDS</small>	Melee	5	3+	7	-1	2

ABILITIES

RULES - Deadly Demise D3, Hover

Flame-wreathed

Each time this model ends a Normal move, select one enemy unit it moved over during that move. Until the end of the turn, models in that unit cannot have the Benefit of Cover.

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

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent

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

