

MARAUDER BOMBER [LEGENDS]

M	T	SV	W	LD	OC
-	10	2+	20	7+	-

AUFSTELLUNG

1x Marauder Bomber [Legends]

Equipped with: Heavy bolter, Lascannon, Armoured hull

Wargear Options:

- This model can replace its Heavy bombs with Inferno bombs.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Lascannon	48"	1	4+	12	-3	D6+1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

RULES - Deadly Demise D6+2

Damaged: 1-7 Wounds Remaining

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Heavy Bombs

Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll nine D6, adding 1 to each result if that unit is a MONSTER or VEHICLE: for each 5+, that unit suffers 1 mortal wound.

Inferno Bombs

Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll nine D6, adding 1 to each result if that unit is not a MONSTER or VEHICLE: for each 5+, that unit suffers 1 mortal wound.



WEAPON RULES

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).*