DEATHMARKS

M	T	SV	W	LD	OC
5"	5	3+	1	7+	1

AUFSTELLUNG

5-10x Deathmark (32mm)

Equipped with: Synaptic disintegrator, Close combat weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Synaptic disintegrator HEAVY, PRECISION	36"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

RULES - Deep Strike, Reanimation Protocols

Hyperspace Hunters
Once per turn, in the Reinforcements step of your opponent's Movement phase, when an enemy unit is set up on the battlefield from Reserves within 18" of and visible to this unit, this unit can shoot as if it were your Shooting phase, but must only target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

WEAPON RULES

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.