

LOKHUST DESTROYERS

M	T	SV	W	LD	OC
8"	6	3+	3	7+	2

AUFSTELLUNG

1-6x Lokhust Destroyer (Large Flying Base)

Equipped with: Gauss cannon, Close combat weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss cannon LETHAL HITS	24"	3	3+	5	-2	2

MELEE WEAPONS

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

ABILITIES

RULES - Reanimation Protocols

Hard-wired for Destruction

Each time a model in this unit makes a ranged attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1. If the target of that attack is within range of an objective marker your opponent controls, you can re-roll the Hit roll instead.

WEAPON RULES

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

