

LOKHUST HEAVY DESTROYERS

M	T	SV	W	LD	OC
8"	6	3+	4	7+	2

AUFSTELLUNG

1-3x Destroyer w/ enmitic exterminator oder Destroyer w/ gauss destructor (60mm)

Equipped with: Enmitic exterminator, Gauss destructor, Close combat weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Enmitic exterminator HEAVY, RAPID FIRE 6, SUSTAINED HITS 1	36"	6	3+	6	-1	1
Gauss destructor HEAVY, LETHAL HITS	48"	1	3+	14	-4	6

✂ MELEE WEAPONS

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

ABILITIES

RULES - Reanimation Protocols

Optimised for Slaughter

Each time a model in this unit makes an attack with an enmitic exterminator that targets a unit (excluding MONSTERS and VEHICLES), re-roll a Wound roll of 1. Each time a model in this unit makes an attack with a gauss destructor against a MONSTER or VEHICLE unit, re-roll a Wound roll of 1.



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.

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].

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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).