

Y'VAHRA BATTLESUIT [LEGENDS]

M	T	SV	W	LD	OC	
10"	9	2+	15	7+	4	5+

AUFSTELLUNG

1x Y'vakra Battlesuit [Legends]

Equipped with: Flechette pod, Missile pod, Phased plasma-flamer, ► Ionic discharge cannon - overcharge, ► Ionic discharge cannon - standard, Battlesuit fists

Wargear Options:

- This model can be equipped with up to 2x Missile Drone.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flechette pod	12"	5	4+	3	0	1
Missile pod	30"	2	5+	7	-1	2
Phased plasma-flamer IGNORES COVER, TORRENT	12"	10	N/A	6	-1	1
► Ionic discharge cannon - overcharge BLAST, HAZARDOUS	18"	D6+1	4+	8	-2	3
► Ionic discharge cannon - standard BLAST	18"	D6+1	4+	7	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	6	5+	6	0	2

ABILITIES

RULES - Deadly Demise D6, For The Greater Good

Battlesuit Support System

The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Nova Burst

Once per battle, before this model makes a Normal, Advance or Fall Back move, it can use this ability. If it does, until the end of the phase, it has a Move characteristic of 18".

Weapon Support System

Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.



WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.