

CHAOS DEIMOS PREDATOR

[LEGENDS]

115 PTS

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	4	0	1
Conversion beam cannon CONVERSION SUSTAINED HITS D3	24"	1	3+	7	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Infernus cannon IGNORES COVER TORRENT	12"	2D6	N/A	6	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Magna-melta cannon MELTA 4	18"	2	3+	12	-4	D6
► Plasma destroyer - standard BLAST	36"	D3	3+	8	-2	2
► Plasma destroyer - supercharge BLAST HAZARDOUS	36"	D3	3+	9	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Chaos Deimos Predator [Legends]

Equipped with: Combi-bolter, Conversion beam cannon, Heavy bolter, Heavy flamer, Hunter-killer missile, Infernus cannon, Lascannon, Magna-melta cannon, ► Plasma destroyer - standard, ► Plasma destroyer - supercharge, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Plasma destroyer with Conversion beam cannon, Magna-melta cannon or Infernus cannon.
- This model can be equipped with one of: 2 heavy bolters, 2 lascannons, 2 heavy flammers.

ABILITIES

Armoured Spearhead

Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.



Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

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).

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

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).*



TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

