

HELL BLADE [LEGENDS]

115 PTS



M	T	SV	W	LD	OC	
20+''	8	3+	10	6+	0	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Twin autocannon TWIN-LINKED	48''	2	3+	9	-3	3
Twin lascannon TWIN-LINKED	48''	1	3+	12	-3	D6+1

MELEE WEAPONS

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

AUFSTELLUNG

1x Hell Blade [Legends]

Equipped with: 2x Twin autocannon, Twin lascannon, Armoured hull

Wargear Options:

- This model can replace its Two twin autocannons with Two twin lascannons.

ABILITIES

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to 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

TWIN-LINKED

Each time an attack is made with a **TWIN-LINKED** weapon, you can re-roll the wound roll.

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'').

