

DEIMOS PREDATOR
[LEGENDS]

Combat Doctrines Conversion Deadly Demise D3

M10"

T10

SV3+

W11

LD6+

OC3

115 PTS
Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Conversion Beam CannonCONVERSION

SUSTAINED HITS D3

R	A	BS	S	AP	D
24"	1	3+	7	-1	3

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

Heavy Bolter

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Heavy Flamer

BLAST 2TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Hunter-killer missile

ONE SHOT

R	A	BS	S	AP	D
48"	1	2+	14	-3	D3+3

VERWUNDET

2+

3+

4+

5+

6+

T1-7

T8-13

T14

T15-27

T28+

Infernus Cannon

IGNORES COVERTORRENT

R	A	BS	S	AP	D
12"	2D6	N/A	6	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Lascannon

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Magna-Melta Cannon

MELTA 4

R	A	BS	S	AP	D
18"	2	3+	12	-4	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

► Plasma Destroyer - Standard

BLAST

R	A	BS	S	AP	D
36"	D3	3+	8	-2	2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

► Plasma Destroyer - Supercharge

BLASTHAZARDOUS

R	A	BS	S	AP	D
36"	D3	3+	9	-3	3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

4ANGRIFF

5NAHKAMPF

Armoured Tracks

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W10 · RW 3+ · 11 LP je Modell

WIRD VERWUNDET MIT

2+ S20+	3+ S11-19	4+ S10	5+ S6-9	6+ S1-5
RETTUNGSSWURF JE DS DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

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.

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Conversion Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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 (round...

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...

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 mod...

MELTA This ability always takes the form [MELTA X].

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

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Deimos Predator [Legends]

Ausrüstung: Conversion Beam Cannon, Heavy Bolter, Heavy Flamer, Hunter-killer missile, Infernus Cannon, Lascannon, Magna-Melta Cannon, Storm bolter, ► Plasma Destroyer - Standard, ► Plasma Destroyer - Supercharge, Armoured Tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.
- This model can be equipped with one of: 2 Lascannons, 2 Heavy Bolters, 2 Heavy Flamers.
- This model can replace its Plasma Destroyer with Infernus Cannon, Conversion Beam Cannon or Magna-Melta Cannon.