

PREDATOR ANNIHILATOR [LEGENDS]

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

AUFSTELLUNG

1x Predator Annihilator [Legends]

Equipped with: Heavy Bolter, Hunter-killer missile, 2x Lascannon, Predator Twin Lascannon, Storm bolter, Armoured Tracks

Wargear Options:

- 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.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
2x Lascannon	48"	1	3+	12	-3	D6+1
Predator Twin Lascannon TWIN-LINKED	48"	1	3+	14	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

⚔ MELEE WEAPONS

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3

Annihilator

Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, you can re-roll the Damage roll



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

WEAPON RULES

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).*

