

BAAL PREDATOR

M	T	SV	W	LD	OC
12"	10	3+	11	6+	3

AUFSTELLUNG

1x Baal Predator (Hull)

Equipped with: Baal Flamestorm Cannon, 2x Heavy Bolter, 2x Heavy Flamer, Hunter-killer missile, Storm bolter, Twin Assault Cannon, 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 Heavy Flamers, 2 Heavy Bolters.
- This model can replace its Twin Assault Cannon with Baal Flamestorm Cannon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baal Flamestorm Cannon ASSAULT, BLAST 2, TORRENT	18"	6	-	6	-2	2
2x Heavy Bolter ASSAULT, RAPID FIRE 2, SUSTAINED HITS 1	36"	3	3+	5	-1	2
2x Heavy Flamer ASSAULT, BLAST 2, TORRENT	12"	3	-	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3

Overcharged Engines

This unit can re-roll advance rolls.



Twin Assault Cannon	24"	6	3+	6	-2	1
ASSAULT, SUSTAINED HITS 1, TWIN-LINKED						

✂ MELEE WEAPONS

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

WEAPON RULES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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).

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.

Twin-linked

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