

Nephilim Jetfighter

M	T	SV	W	LD	OC	
-	8	3+	11	6+	-	

AUFSTELLUNG

1x Nephilim Jetfighter (120x92mm Oval Base)

Equipped with: Avenger mega bolter, Blacksword missiles, Nephilim lascannons, Twin heavy bolter, Armoured Hull

Wargear Options:

- This model can replace its Twin heavy bolter with Nephilim lascannons.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger mega bolter SUSTAINED HITS 1	36"	10	3+	5	-1	2
Blacksword missiles ANTI-FLY 2+	36"	2	3+	8	-2	D3+2
Nephilim lascannons	48"	2	3+	12	-3	D3+3
Twin heavy bolter RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

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

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3

Lightning-fast Manoeuvres

Ranged attacks that target this unit have -1 to wound rolls.



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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).

Twin-linked

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

