

BAAL PREDATOR - IMPERIUM - BLOOD ANGELS

125 PTS

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

AUFSTELLUNG
1x Baal Predator
Equipped with: Baal Flamestorm Cannon, Heavy Bolter, Heavy Flamer, Twin Assault Cannon
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 Baal Flamestorm Cannon with Twin Assault Cannon.

KEYWORDS: Imperium, Smoke, Vehicle, Baal Predator, Frame
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baal Flamestorm Cannon ASSAULT, IGNORES COVER, TORRENT	18"	D6+3	N/A	6	-2	2
2x Heavy Bolter ASSAULT, SUSTAINED HITS 1	36"	3	3+	5	-1	2
2x Heavy Flamer ASSAULT, IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Twin Assault Cannon ASSAULT, DEVASTATING WOUNDS, TWIN-LINKED	24"	6	3+	6	0	1

ABILITIES

Overcharged Engines
You can re-roll Advance rolls made for this model.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Devastating Wounds**
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- 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 model or unit the benefit of cover (e.g. Stealth).
- 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.

CORE RULES

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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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.