

GREATER BLIGHT DRONE [LEGENDS] -
LIBRARY - ASTARTES HERESY LEGENDS

150 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Greater Blight Drone [Legends]

Equipped with: Bile maw, Blightreaper cannon, Greater plague probe

KEYWORDS: Vehicle, Fly, Chaos, Nurgle, Daemon, Greater Blight Drone

FACTION KEYWORDS: -

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bile maw LETHAL HITS	12"	3	3+	5	0	1
Blightreaper cannon LETHAL HITS	36"	6	3+	8	-2	2
Greater plague probe LETHAL HITS	Melee	4	3+	6	-1	1

ABILITIES

Hovering Death

This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

WEAPON ABILITIES

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

Deadly Demise 1

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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.