

XIPHON INTERCEPTOR [LEGENDS] -
LIBRARY - ASTARTES HERESY LEGENDS

115 PTS

M	T	Sv	W	LD	OC
20+	9	3+	12	6+	0

AUFSTELLUNG 1x Xiphon Interceptor [Legends] Equipped with: Twin lascannon, Xiphon missile battery, Armoured hull	KEYWORDS: Vehicle, Fly, Aircraft, Xiphon Interceptor FACTION KEYWORDS: -
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 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Xiphon missile battery ANTI-FLY 2+	60"	3	3+	7	-1	3

 MELEE WEAPONS

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

ABILITIES

Damaged: 1-4 wounds remaining While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
Interceptor Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

WEAPON ABILITIES

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. <i>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+.</i>
Twin-linked Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

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"). <i>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.</i>
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