



# HELDRAKE

175 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | SV | W  | LD | OC |
| 12+ | 9 | 3+ | 12 | 6+ | -  |



| RANGED WEAPONS                       |       |      |     |   |    |   |
|--------------------------------------|-------|------|-----|---|----|---|
| WEAPON                               | RANGE | A    | BS  | S | AP | D |
| Baleflamer<br>IGNORES COVER, TORRENT | 12"   | D6+3 | N/A | 6 | -1 | 2 |
| Hades autocannon                     | 36"   | 6    | 3+  | 8 | -1 | 2 |

| MELEE WEAPONS                                     |       |   |    |   |    |   |
|---------------------------------------------------|-------|---|----|---|----|---|
| WEAPON                                            | RANGE | A | WS | S | AP | D |
| Heldrake claws<br>ANTI-FLY 2+, DEVASTATING WOUNDS | Melee | 5 | 3+ | 7 | -1 | 2 |

## AUFSTELLUNG

1x Heldrake

Equipped with: Baleflamer, Hades autocannon, Heldrake claws

### Wargear Options:

- This model can replace its Hades autocannon with Baleflamer.

## ABILITIES

### Airborne Predator

Each time this model makes an attack that targets a unit that can FLY, add 1 to the Hit roll.

### Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

### Nurgle

Add 1 to this model's Toughness characteristic.

### Slaanesh

Add 2" to this model's Move characteristic.

### Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.



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## 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+.*

### 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.*



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## 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).

## Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

## RULES

### Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**



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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").

### Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.