



NEPHILIM JETFIGHTER

180 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Avenger mega bolter SUSTAINED HITS 1	36"	10	3+	5	-1	2
Blackword missiles ANTI-FLY 2+	36"	2	3+	8	-2	D6
Nephilim lascannons	48"	2	3+	12	-3	D6+1
Twin heavy bolter 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

Damaged: 1-3 Wounds Remaining

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Invulnerable Save

5+

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+.



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AUFSTELLUNG

1x Nephilim Jetfighter

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

Wargear Options:

- This model can replace its Avenger mega bolter with Nephilim lascannons.

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.

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").