

NIGHTWING [LEGENDS]

M	T	SV	W	LD	OC	
-	8	3+	12	6+	-	

AUFSTELLUNG

1x Nightwing [Legends]

Equipped with: Twin Bright Lance, Twin Shuriken Cannon, Wraithbone Hull

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Bright Lance TWIN-LINKED	36"	1	3+	12	-3	D6+2
Twin Shuriken Cannon SUSTAINED HITS 1, TWIN-LINKED	24"	3	3+	6	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone 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 RULES

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.

