

CHAOS PREDATOR ANNIHILATOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3

AUFSTELLUNG

1x Chaos Predator Annihilator

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator twin lascannon, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Combi-bolter, Combi-weapon.
- This model can be equipped with one of: 2 heavy bolters, 2 lascannons.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 4	24"	2	4+	4	0	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	4	0	1
Havoc launcher BLAST	48"	D6	4+	5	0	1
Heavy bolter RAPID FIRE 2, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Lascannon	48"	1	4+	12	-3	D6+1
Predator twin lascannon RAPID FIRE 2, TWIN-LINKED	48"	1	4+	14	-3	D6+1

ABILITIES

RULES - Blessings of Khorne, Deadly Demise D3

Blood-hungry Annihilator

Each time this model makes a ranged attack that targets the closest eligible Monster or Vehicle target within 18", you can re-roll the Wound roll and you can re-roll the Damage roll.



✂ MELEE WEAPONS

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

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+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).





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.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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.

