

HELDRAKE

M	T	SV	W	LD	OC	
12"	9	3+	12	6+	-	5+

AUFSTELLUNG

1x Heldrake

Equipped with: Baleflamer, Hades autocannon, Heldrake claws

Wargear Options:

- This model can replace its Hades autocannon with Baleflamer.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer IGNORES COVER, TORRENT	12"	D6+3	N/A	6	-1	2
Hades autocannon RAPID FIRE 4	36"	6	4+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heldrake claws ANTI-FLY 2+, DEVASTATING WOUNDS	Melee	6	3+	7	-1	2

ABILITIES

RULES - Blessings of Khorne, Deadly Demise D3, Hover

Airborne Predator

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

Terror of Khorne

At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.



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.

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).

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).

Torrent

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