

# MALCADOR ANNIHILATOR [LEGENDS]

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | SV | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

## AUFSTELLUNG

1x Malcador Annihilator [Legends]

**Equipped with:** Autocannon, Demolisher cannon, Heavy bolter, Heavy stubber, Hunter-killer missile, Lascannon, Malcador twin lascannon, Storm bolter, Armoured tracks

### Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Two autocannons with Two heavy bolters or Two lascannons.
- This model can be equipped with one of: Heavy stubber, Storm bolter.

## ⚙ RANGED WEAPONS

| WEAPON                            | RANGE | A    | BS | S  | AP | D    |
|-----------------------------------|-------|------|----|----|----|------|
| Autocannon                        | 48"   | 2    | 4+ | 9  | -1 | 3    |
| Demolisher cannon<br>BLAST        | 24"   | D6+3 | 4+ | 14 | -3 | D6   |
| Heavy bolter<br>SUSTAINED HITS 1  | 36"   | 3    | 4+ | 5  | -1 | 2    |
| Heavy stubber<br>RAPID FIRE 3     | 36"   | 3    | 4+ | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT | 48"   | 1    | 4+ | 14 | -3 | D6   |
| Lascannon                         | 48"   | 1    | 4+ | 12 | -3 | D6+1 |

## ABILITIES

**RULES** - Deadly Demise D6

### Battlefield Dominance

Ranged weapons equipped by this model have the [IGNORES COVER] ability while targeting an enemy unit within half range.

### Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



|                                        |     |   |    |    |    |      |
|----------------------------------------|-----|---|----|----|----|------|
| Malcador twin lascannon<br>TWIN-LINKED | 48" | 1 | 4+ | 12 | -3 | D6+1 |
| Storm bolter<br>RAPID FIRE 2           | 24" | 2 | 4+ | 4  | 0  | 1    |

### ✂ MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 6 | 4+ | 7 | 0  | 1 |

### WEAPON RULES

#### 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).*

#### One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

#### 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.