

# Nephilim Jetfighter

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

### 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.

### ⦿ RANGED WEAPONS

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

**RULES** - Deadly Demise D3

#### 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+.*

### 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.

