

DREADCLAW DROP POD [LEGENDS]

M	T	SV	W	LD	OC
12"	7	3+	9	6+	2

AUFSTELLUNG

1x Dreadclaw Drop Pod [Legends]

Equipped with: Blade struts

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade struts	Melee	8	4+	6	-2	1

ABILITIES

RULES - Deadly Demise 1, Deep Strike

Dreadclaw Assault

This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

Dreadclaw Drop Pod (Transport)

Capacity: This model has a transport capacity of 12 HERETIC ASTARTES INFANTRY models. Each JUMP PACK, POSSESSED and TERMINATOR model takes up the space of 2 models. Each OBLITERATOR model takes up the space of 3 models. This model can instead transport 1 HELBRUTE or DREADNOUGHT model.

