

FALCHION [LEGENDS]

M	T	SV	W	LD	OC
9"	13	2+	24	6+	8

AUFSTELLUNG

1x Falchion [Legends]

Equipped with: Heavy bolter, Heavy flamer, Laser destroyer, Multi-melta, Quad lascannon, Storm bolter, Twin Falchion volcano cannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

Wargear Options:

- This model can replace its Twin heavy bolter with Twin heavy flamer.
- This model can be equipped with one of: Heavy bolter, Heavy flamer, Multi-melta, Storm bolter.
- This model can replace its Two quad lascannons with Two laser destroyers.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
2x Laser destroyer HEAVY	36"	3	3+	14	-4	D6+1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
2x Quad lascannon	48"	4	3+	12	-3	D6+1

ABILITIES

RULES - Deadly Demise D6+2

Damaged: 1-8 wounds remaining

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Titan-killer

Each time this model makes a ranged attack with its twin Falchion volcano cannon that targets a MONSTER or VEHICLE unit, that attack has the [DEVASTATING WOUNDS] ability.



Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin Falchion volcano cannon BLAST, TWIN-LINKED	120"	D3+1	3+	24	-5	12
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6	N/A	5	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	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).*

Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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).





Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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).

Torrent

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

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.