

XIPHON INTERCEPTOR [LEGENDS]

M	T	SV	W	LD	OC
20+	9	3+	12	6+	0

AUFSTELLUNG

1x Xiphon Interceptor [Legends]

Equipped with: Twin lascannon, Xiphon missile battery, Armoured hull

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Xiphon missile battery ANTI-FLY 2+	60"	3	3+	7	-1	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise D3

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Interceptor

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

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+.



Twin-linked

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

