

NIGHT SHROUD [LEGENDS]

M	T	SV	W	LD	OC
20+''	9	3+	14	7+	0

AUFSTELLUNG

1x Night Shroud [Legends]

Equipped with: Twin tesla destructor, Armoured bulk

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin tesla destructor SUSTAINED HITS 2, TWIN-LINKED	36''	6	3+	8	0	2

✂ MELEE WEAPONS

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

ABILITIES

RULES - Deadly Demise D3, Reanimation Protocols

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Death Sphere Bombardment

Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

WEAPON RULES

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.

