

# TOMB BLADES

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | SV | W | LD | OC |
| 12" | 5 | 4+ | 2 | 7+ | 2  |

## AUFSTELLUNG

3-6x Tomb Blade (Small Flying Base)

**Equipped with:** Particle beamer, Twin gauss blaster, Twin tesla carbine, Close combat weapon

### Wargear Options:

- Each Tomb Blade can replace its Twin gauss blaster with Particle beamer or Twin tesla carbine.
- Each Tomb Blade can be equipped with one of: Shadowloom, Nebuloscope.

## ⦿ RANGED WEAPONS

| WEAPON                                                       | RANGE | A  | BS | S | AP | D |
|--------------------------------------------------------------|-------|----|----|---|----|---|
| Particle beamer<br>BLAST, DEVASTATING WOUNDS                 | 18"   | D6 | 3+ | 5 | 0  | 1 |
| Twin gauss blaster<br>LETHAL HITS, TWIN-LINKED               | 24"   | 2  | 3+ | 5 | -1 | 1 |
| Twin tesla carbine<br>ASSAULT, SUSTAINED HITS 2, TWIN-LINKED | 24"   | 2  | 3+ | 5 | 0  | 1 |

## ✂ MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close combat weapon | Melee | 1 | 4+ | 4 | 0  | 1 |

## ABILITIES

**RULES** - Reanimation Protocols, Scouts 9", Stealth

### Evasion Engrams

In your Shooting phase, after this unit has shot, it can make a Normal Move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

### Nebuloscope

Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

### Shadowloom

The bearer has the Stealth ability.

### Shieldvanes

The bearer has a Save characteristic of 3+ and a Move characteristic of 8".



## WEAPON RULES

### Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

### 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).*

### Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

### 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.