

# COBRA [LEGENDS]

415 PTS

M14"112+246+85+

## RANGED WEAPONS

| WEAPON                                             | RANGE | A    | BS | S  | AP | D    |
|----------------------------------------------------|-------|------|----|----|----|------|
| Bright Lance                                       | 36"   | 1    | 3+ | 12 | -3 | D6+2 |
| D-Impaler <b>BLAST</b> <b>DEVASTATING WOUNDS</b>   | 36"   | D6+3 | 3+ | 16 | -4 | 4    |
| Scatter Laser                                      | 36"   | 6    | 3+ | 5  | 0  | 1    |
| Shuriken Cannon <b>SUSTAINED HITS 1</b>            | 24"   | 3    | 3+ | 6  | -1 | 2    |
| Starcannon                                         | 36"   | 2    | 3+ | 8  | -3 | 2    |
| ► Aeldari missile launcher - starshot              | 48"   | 1    | 3+ | 10 | -2 | D6   |
| ► Aeldari missile launcher - sunburst <b>BLAST</b> | 48"   | D6   | 3+ | 4  | -1 | 1    |

## MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Wraithbone Hull | Melee | 6 | 4+ | 6 | 0  | 1 |

### AUFSTELLUNG

1x Cobra [Legends]

**Equipped with:** Bright Lance, D-Impaler, Scatter Laser, Shuriken Cannon, Starcannon, ► Aeldari missile launcher - starshot, ► Aeldari missile launcher - sunburst, Wraithbone Hull

## ABILITIES

### D-Rift

In your Shooting phase, just after selecting a target for this model's D-impaler, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a D-rift. After this model has finished making its attacks against that target unit this phase, each unit struck by a D-rift this phase suffers D3 mortal wounds.

### Damaged: 1-8 Wounds Remaining

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



## 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).*

### 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.*

### 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).*

## CORE RULES

### ◇ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").