

VAMPIRE HUNTER

[LEGENDS]

460 PTS



M	T	SV	W	LD	OC	
-	12	3+	30	6+	-	4+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter Laser	36"	6	3+	5	0	1
2x Twin Pulse Laser	48"	3	3+	9	-2	D6
Twin Vampire Pulsar	60"	3	3+	12	-3	4

MELEE WEAPONS

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

AUFSTELLUNG

1x Vampire Hunter [Legends]

Equipped with: Scatter Laser, Twin Pulse Laser, Twin Vampire Pulsar, Wraithbone Hull

ABILITIES

Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Titan Hunter

Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, re-roll a Damage roll of 1.

WEAPON RULES

TWIN-LINKED

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

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").

