

IMPERIUM - BLOOD ANGELS

BAAL PREDATOR

125 PTS



M	T	SV	W	LD	OC
12"	10	3+	11	6+	3

KEYWORDS: Imperium, Smoke, Vehicle, Baal Predator, Frame



FACTION: Adeptus Astartes, Blood Angels 125 PTS

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Baal Flamestorm Cannon	ASSAULT IGNORES COVER TORRENT	18"	D6+3	N/ A	6	-2	2
2x Heavy Bolter	ASSAULT SUSTAINED HITS 1	36"	3	3+	5	-1	2
2x Heavy Flamer	ASSAULT IGNORES COVER TORRENT	12"	D6	N/ A	5	-1	1
Twin Assault Cannon	ASSAULT DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1

AUFSTELLUNG

1x Baal Predator

Equipped with: Baal Flamestorm Cannon, Heavy Bolter, Heavy Flamer, Twin Assault Cannon

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.
- This model can be equipped with one of: 2 Heavy Flamers, 2 Heavy Bolters.
- This model can replace its Baal Flamestorm Cannon with Twin Assault Cannon.

ABILITIES

Overcharged Engines

You can re-roll Advance rolls made for this model.

WEAPON RULES

ASSAULT

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

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.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

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

CORE RULES

◆ Deadly Demise D3

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").

