

NEPHILIM JETFIGHTER

180 PTS



M	T	SV	W	LD	OC
-	8	3+	11	6+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger mega bolter SUSTAINED HITS 1	36"	10	3+	5	-1	2
Blackword missiles ANTI-FLY 2+	36"	2	3+	8	-2	D6
Nephilim lascannons	48"	2	3+	12	-3	D6+1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Nephilim Jetfighter

Equipped with: Avenger mega bolter, Blackword missiles, Nephilim lascannons, Twin heavy bolter, Armoured hull

Wargear Options:

- This model can replace its Avenger mega bolter with Nephilim lascannons.

ABILITIES

Damaged: 1-3 Wounds Remaining

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Invulnerable Save

5+

Lightning-fast Manoeuvres

Ranged attacks that target this unit have -1 to wound rolls

WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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.

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").

