

SKYCLAWS [LEGENDS]

90–240 PTS



SKYCLAW PACK LEADER

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
► Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
► Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

AUFSTELLUNG

1x Skyclaw Pack Leader

4-14x Skyclaw

Wargear Options:

- Each Skyclaw Pack Leader can replace its Bolt pistol with Plasma pistol.
- Each Skyclaw Pack Leader can replace its Astartes Chainsword with Power weapon or Power fist.
- Up to 2 models can have their Bolt pistol replaced with 1x Plasma pistol or 1x Meltagun.

ABILITIES

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to an ASSAULT INTERCESSOR SQUAD WITH JUMP PACKS or ASSAULT SQUAD WITH JUMP PACKS, it can instead be attached to this unit.

Headstrong

You can re-roll Charge rolls made for this unit. Each time this unit makes a Charge move, until the end of the turn, each time a model in this unit makes a melee attack, add 1 to the Hit roll.



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+.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

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

CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.