

DREADCLAW DROP POD [LEGENDS]

115 PTS



M	T	SV	W	LD	OC
12"	7	3+	9	6+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade struts	Melee	8	4+	6	-2	1

AUFSTELLUNG

1x Dreadclaw Drop Pod [Legends]

Equipped with: Blade struts

ABILITIES

Dreadclaw Assault

This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

Dreadclaw Drop Pod (Transport)

Capacity: This model has a transport capacity of 12 HERETIC ASTARTES INFANTRY models. Each JUMP PACK, POSSESSED and TERMINATOR model takes up the space of 2 models. Each OBLITERATOR model takes up the space of 3 models. This model can instead transport 1 HELBRUTE or DREADNOUGHT model.

CORE RULES

Deadly Demise 1

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").

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.

