

FELLBLADE [LEGENDS]

480 PTS



M	T	SV	W	LD	OC
9"	13	2+	24	6+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 3+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Demolisher cannon BLAST	24"	D6+3	3+	14	-3	D6
Havoc launcher BLAST	48"	D6	3+	5	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
2x Laser destroyer HEAVY	36"	3	3+	14	-4	D6+1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
2x Quad heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	6	3+	5	-1	2
2x Quad lascannon	48"	4	3+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
► Fellblade accelerator cannon - AP shells	72"	2	3+	14	-3	6
► Fellblade accelerator cannon - HE shells BLAST	72"	2D6	3+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Fellblade [Legends]

Equipped with: Combi-weapon, Demolisher cannon, Havoc launcher, Heavy bolter, Heavy flamer, Laser destroyer, Multi-melta, Quad heavy bolter, Quad lascannon, Storm bolter, Twin heavy bolter, Twin heavy flamer, ► Fellblade accelerator cannon - AP shells, ► Fellblade accelerator cannon - HE shells, Armoured tracks

Wargear Options:

- This model can replace its Twin heavy bolter with Twin heavy flamer.
- This model can be equipped with one of: Heavy bolter, Heavy flamer, Multi-melta, Storm bolter, Combi-weapon.
- This model can replace its Two quad lascannons with Two laser destroyers or Two quad heavy bolters.

ABILITIES

Damaged: 1-8 wounds remaining

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Rolling Fortress

Each time a ranged attack is allocated to a model from your army, if that model is not fully visible to every model in the attacking unit because of this Fellblade model, that model has the Benefit of Cover against that attack.



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+.

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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).

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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).

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 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").

