

GREATER BLIGHT DRONE

[LEGENDS]

150 PTS



M	T	SV	W	LD	OC	
10"	9	3+	10	6+	3	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bile maw LETHAL HITS	12"	3	3+	5	0	1
Blightreaper cannon LETHAL HITS	36"	6	3+	8	-2	2
Greater plague probe LETHAL HITS	Melee	4	3+	6	-1	1

AUFSTELLUNG

1x Greater Blight Drone [Legends]

Equipped with: Bile maw, Blightreaper cannon, Greater plague probe

ABILITIES

Hovering Death

This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

WEAPON RULES

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.

