

XIPHON INTERCEPTOR

[LEGENDS]

115 PTS



M	T	SV	W	LD	OC
20+	9	3+	12	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Xiphon missile battery ANTI-FLY 2+	60"	3	3+	7	-1	3

MELEE WEAPONS

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

AUFSTELLUNG

1x Xiphon Interceptor [Legends]

Equipped with: Twin lascannon, Xiphon missile battery, Armoured hull

ABILITIES

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, 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+.*

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").

