ARVUS LIGHTER [LEGENDS] 95 PTS

M	T	Sv	W	LD	OC
14"	8	3+	8	7+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	2	4+	5	0	1

ABILITIES

Aerial Deployment
If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

TRANSPORT

Arvus Lighter
This model has a transport capacity of 12 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. It cannot transport Ogryn or Artillery models.

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

AUFSTELLUNG

1x Arvus Lighter [Legends]

Equipped with: Armoured Hull

KEYWORDS: Vehicle, Fly, Imperium, Transport, Arvus Lighter
FACTION KEYWORDS: Astra Militarum