# LEMAN RUSS BATTLE TANK

**160 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 10" | 11 | 2+ | 13 | 7+ | 3 |

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Heavy bolter<br>SUSTAINED HITS 1 | 36" | 3 | 4+ | 5 | -1 | 2 |
| Heavy flamer<br>IGNORES COVER<br>TORRENT | 12" | D6 | N/A | 5 | -1 | 1 |
| Heavy stubber<br>RAPID FIRE 3 | 36" | 3 | 4+ | 4 | 0 | 1 |
| Hunter-killer missile<br>ONE SHOT | 48" | 1 | 4+ | 14 | -3 | D6 |
| Lascannon | 48" | 1 | 4+ | 12 | -3 | D6+1 |
| Leman Russ battle cannon<br>BLAST | 48" | D6+3 | 4+ | 10 | -1 | 3 |
| Multi-melta<br>MELTA 2 | 18" | 2 | 4+ | 9 | -4 | D6 |
| Storm bolter<br>RAPID FIRE 2 | 24" | 2 | 4+ | 4 | 0 | 1 |
| ➤ Plasma cannon - standard<br>BLAST | 36" | D3 | 4+ | 7 | -2 | 1 |
| ➤ Plasma cannon - supercharge<br>BLAST<br>HAZARDOUS | 36" | D3 | 4+ | 8 | -3 | 2 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Armoured tracks | Melee | 6 | 4+ | 7 | 0 | 1 |

## ABILITIES

**Armoured Spearhead**
Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

**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.

## WEAPON ABILITIES

**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).*

**Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

### AUFSTELLUNG

1x Leman Russ Battle Tank (Hull)

**Equipped with:** Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Leman Russ battle cannon, Multi-melta, Storm bolter, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Armoured tracks

**Wargear Options:**
- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Lascannon with Heavy bolter or Heavy flamer.
- This model can be equipped with one of: 2 Heavy Bolters, 2 Heavy Flamers, 2 Multi-meltas, 2 [illegible]ma Cannons.
- [illegible]el can be equi[illegible] bolt[illegible]

**KEYWORDS:** Leman Russ Battle Tank, Imperium, Vehicle, Squadron, Smoke, Frame
**FACTION KEYWORDS:** Astra Militarum

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**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.*

**One Shot**
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

**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.

## 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").

*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.*

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