

ATLAS RECOVERY VEHICLE [LEGENDS] -
IMPERIUM - ASTRA MILITARUM

80 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	7+	3

AUFSTELLUNG
1x Atlas Recovery Vehicle [Legends]
Equipped with: Heavy bolter, Heavy stubber, Hunter-killer missile, Storm bolter, Armoured tracks
Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

KEYWORDS: Atlas Recovery Vehicle, Vehicle, Imperium, Squadron, Smoke, Frame
FACTION KEYWORDS: Astra Militarum

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter <small>SUSTAINED HITS 1</small>	36"	3	4+	5	-1	2
Heavy stubber <small>RAPID FIRE 3</small>	36"	3	4+	4	0	1
Hunter-killer missile <small>ONE SHOT</small>	48"	1	4+	14	-3	D6
Storm bolter <small>RAPID FIRE 2</small>	24"	2	4+	4	0	1

⚔ MELEE WEAPONS

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

ABILITIES

Recovery Vehicle
At the end of your Movement phase, you can select one friendly Astra Militarum Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.

WEAPON ABILITIES

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).*

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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.