LEMAN RUSS COMMANDER - IMPERIUM - ASTRA MILITARUM

195 PTS

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

AUFSTELLUNG

1x Leman Russ Commander (Hull)

Equipped with: Demolisher battle cannon, Eradicator nova cannon, Exterminator autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Leman Russ battle cannon, Multi-melta, Punisher gatling cannon, Storm bolter, Vanquisher battle cannon, ➤ Executioner plasma cannon - standard, ➤ Executioner plasma cannon - supercharge, ➤ 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 Leman Russ battle cannon with Demolisher battle cannon, Vanquisher battle cannon, Eradicator nova cannon, Executioner plasma cannon, Punisher gatling cannon or Exterminator autocannon.
- 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 Plasma cannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

KEYWORDS: Leman Russ Commander, Imperium, Officer, Vehicle, Smoke, Character, Squadron, Frame

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolisher battle cannon BLAST	24"	D6+1	4+	14	-3	D6
Eradicator nova cannon BLAST, IGNORES COVER	36"	D3+6	4+	7	-1	2
Exterminator autocannon RAPID FIRE 4, TWIN-LINKED	48"	4	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Leman Russ battle cannon BLAST	48"	D6+3	4+	10	-1	3
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Punisher gatling cannon	24"	20	4+	6	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Vanquisher battle cannon HEAVY	72"	1	4+	18	-4	D6+6
➤ Executioner plasma cannon - standard BLAST	36"	D6+3	4+	7	-2	2
➤ Executioner plasma cannon - supercharge BLAST, HAZARDOUS	36"	D6+3	4+	8	-3	3
➤ Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1

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➤ Plasma cannon - supercharge BLAST, 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

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.

Death Befitting An Officer
In your opponent's Shooting phase, when this unit is destroyed, before this unit's deadly demise roll, roll one D6:

- On a 2+, do not remove this unit from the battlefield. After the attacking unit has shot, this unit can shoot using normal shooting, but while doing so this unit can only target that enemy unit. When this unit has shot, or at the end of the phase (whichever comes first), resolve this unit's deadly demise roll, then this unit is removed from the battlefield.

Vox-net
Each time this model issues an Order, it can issue it to an eligible unit up to 12" away

ORDERS

Orders
This Officer can issue 2 Orders to Squadron units.

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.

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Heavy

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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.

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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FACTION RULES

Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

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.