MUNITORUM SERVITORS [LEGENDS] - IMPERIUM - ASTRA MILITARUM

35 PTS

M	T	Sv	W	LD	OC
6"	3	4+	1	8+	0

INVULNERABLE SAVE 6+

AUFSTELLUNG

4x Munitorum Servitor w/ Servitor's Servo Arm oder Munitorum Servitor w/ Special Weapon

Equipped with: Heavy bolter, Multi-melta, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Servitor's servo arm

Wargear Options:

■ Each Munitorum Servitor w/ Special Weapon can replace its Heavy bolter with Multi-melta or Plasma cannon.

KEYWORDS: Munitorum Servitors, Imperium, Infantry

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter HEAVY, SUSTAINED HITS 1	36"	3	6+	5	-1	2
Multi-melta HEAVY, MELTA 2	18"	2	6+	9	-4	D6
➤ Plasma cannon - standard BLAST, HEAVY	36"	D3	6+	7	-2	1
➤ Plasma cannon - supercharge BLAST, HAZARDOUS, HEAVY	36"	D3	6+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Servitor's servo arm	Melee	1	5+	6	-2	3

ABILITIES

Mindlock
While a friendly Tech-Priest Enginseer model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by Munitorum Servitor models in this unit by 1.

Servitor Retinue
At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Regimental Enginseer (a unit cannot have more than one Munitorum Servitors unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

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.

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.

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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.*

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).*