RAPIER LASER DESTROYER BATTERY [LEGENDS] - IMPERIUM - ASTRA MILITARUM

M	T	Sv	W	LD	OC
6"	4	4+	3	7+	1

AUFSTELLUNG

1-3x Rapier Laser Destroyer

Equipped with: Laser destroyer, Close combat weapon

KEYWORDS: Infantry, Artillery, Grenades, Regiment, Imperium, Rapier Laser Destroyer Battery

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laser destroyer HEAVY, TWIN-LINKED	36"	2	5+	12	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

Powerful Volley
While this unit is being affected by an Order, provided it Remained Stationary this turn, **Heavy** weapons equipped by models in this unit have the [LETHAL HITS] ability.

WEAPON ABILITIES

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.

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