

TROJAN SUPPORT VEHICLE [LEGENDS] -
IMPERIUM - ASTRA MILITARUM

80 PTS

M	T	Sv	W	LD	OC
10"	9	3+	11	7+	2

AUFSTELLUNG
1x Trojan Support Vehicle [Legends]
Equipped with: Heavy bolter, Heavy flamer, Hunter-killer missile, Armoured tracks
Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.

KEYWORDS: Vehicle, Squadron, Smoke, Imperium, Trojan Support Vehicle, 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 flamer <small>IGNORES COVER, TORRENT</small>	12"	D6	N/A	5	-1	1
Hunter-killer missile <small>ONE SHOT</small>	48"	1	4+	14	-3	D6

⚔️ MELEE WEAPONS

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

ABILITIES

Support Vehicle
In your Command phase, select one friendly ASTRA MILITARUM VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE model makes an attack, re-roll a Hit roll of 1. The same VEHICLE model cannot be selected for both this ability and the REGIMENTAL ENGINEER's Omnissiah's Blessing ability in the same turn, and each model can only be selected for this ability once per Command phase.

WEAPON ABILITIES

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).

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.

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.

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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.