

AQUILA LANDER

[LEGENDS]

M

14"

T

9

SV

3+

W

12

LD

7+

OC

0

120 PTS

Base —



Deadly Demise D3

Hover

1

KOMMANDO

—

2

BEWEGUNG

Aerial Deployment
If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

3

BESCHUSS

Autocannon

R	A	BS	S	AP	D
48"	2	4+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Heavy bolter

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Multi-laser

R	A	BS	S	AP	D
36"	4	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

4

ANGRIFF

—

5

NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

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VERTEIDIGUNG

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IMMER / EINMALIG

—

GEGEN DIESE EINHEIT
W9 · RW 3+ · 12 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10-17	S9	S5-8	S1-4

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

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.

REGELN & KEYWORDS KURZ
Deadly Demise D3 This ability always takes the form Deadly Demise X.
Hover Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG
1x Aquila Lander [Legends]
Ausrüstung: Autocannon, Heavy bolter, Multi-laser, Armoured hull
▪ This model can replace its Heavy bolter with Autocannon or Multi-laser.
Transport
This model has a transport capacity of 12 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

KEYWORDS Vehicle, Fly, Aquila Lander, Transport, Imperium · FRAKTION Astra Militarum