IMPERIUM - ASTRA MILITARUM

DEATHSTRIKE

Deadly Demise D6

M	T	SV	W	LD	OC
10"	10	3+	11	7+	3

125 PTS
Base Hull

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Deathstrike Missile — BLAST · ONE SHOT · PLASMA WARHEAD

R	A	BS	S	AP	D
N/A	2D6	2+	16	-4	1

VERWUNDET

2+	3+	4+	5+	6+
T1–8	T9–15	T16	T17–31	T32+

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+

Heavy flamer — IGNORES COVER · TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Hunter-killer missile — ONE SHOT

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

Deathstrike Missile

In your Shooting phase, each time this model is selected to shoot, if it has not shot with its Deathstrike missile this battle, you can do one of the following in addition to resolving this model's ranged attacks:

- Designate Target: If this model does not have a Deathstrike Target marker on the battlefield, place a Deathstrike Target marker for this model anywhere on the battlefield.
- Adjust Target: If this model has a Deathstrike Target marker on the battlefield, move that marker to anywhere else on the battlefield.

4 ANGRIFF

—

5 NAHKAMPF

Armoured tracks

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+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W10 · RW 3+ · 11 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

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 D6 This ability always takes the form Deadly Demise X.

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 (roun…

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 mod…

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

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

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Deathstrike

Ausrüstung: Deathstrike Missile, Heavy bolter, Heavy flamer, Hunter-killer missile, Armoured tracks

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

KEYWORDS Deathstrike, Imperium, Smoke, Squadron, Vehicle, Artillery, Frame · **FRAKTION** Astra Militarum