

LEMAN RUSS BATTLE TANK

Deadly Demise D3

M10"

T11

SV2+

W13

LD7+

OC3

160 PTS
Base Hull



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy bolter

SUSTAINED HITS 1

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Heavy flamer

IGNORES COVER

TORRENT

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Heavy stubber

RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	4+	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Hunter-killer missile

ONE SHOT

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

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Lascannon

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Leman Russ battle cannon

BLAST

R	A	BS	S	AP	D
48"	D6+3	4+	10	-1	3

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Multi-melta

MELTA 2

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	4+	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

► Plasma cannon - standard

BLAST

R	A	BS	S	AP	D
36"	D3	4+	7	-2	1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

► Plasma cannon - supercharge

BLAST

HAZARDOUS

R	A	BS	S	AP	D
36"	D3	4+	8	-3	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

5NAHKAMPF

Armoured tracks

R	A	WS	S	AP	D
Melee	6	4+	7	0	1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

VERTEIDIGUNG

IMMER / EINMALIG

Armoured Spearhead

Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

GEGEN DIESE EINHEIT

W11 · RW 2+ · 13 LP je Modell

WIRD VERWUNDET MIT

2+S22+	3+S12-21	4+S11	5+S6-10	6+S1-5
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
2+	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.

- 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...
- 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...
- 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...
- MELTA** This ability always takes the form [MELTA X].
- ONE SHOT** Each weapon with this ability can only be selected to make attacks with once per battle.
- RAPID FIRE** This ability always takes the form [RAPID FIRE X].
- 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 Leman Russ Battle Tank

Ausrüstung: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Leman Russ battle cannon, Multi-melta, Storm bolter, ► Plasma cannon - standard, ► Plasma cannon - supercharge, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Lascannon with Heavy bolter or Heavy flamer.
- This model can be equipped with one of: 2 Heavy Bolters, 2 Heavy Flamers, 2 Multi-meltas, 2 Plasma Cannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

KEYWORDS Leman Russ Battle Tank, Imperium, Vehicle, Squadron, Smoke, Frame · FRAKTION Astra Militarum