

IMPERIUM - ASTRA MILITARUM

LEMAN RUSS DEMOLISHER

Deadly Demise D3

M10"

T11

SV2+

W13

LD7+

OC3

160 PTS

Base Hull



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Demolisher battle cannon

BLAST

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

VERWUNDET

2+

3+

4+

5+

6+

T1-7

T8-13

T14

T15-27

T28+

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+

Heavy stubber

RAPID FIRE 3

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

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

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+

Lascannon

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

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Multi-melta

MELTA 2

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

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Storm bolter

RAPID FIRE 2

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

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

► Plasma cannon - standard

BLAST

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

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

► Plasma cannon - supercharge

BLAST

HAZARDOUS

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

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Line-breaker

When making ranged attacks with its demolisher battle cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

4ANGRIFF

5NAHKAMPF

Armoured tracks

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

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

VERTEIDIGUNG

IMMER / EINMALIG

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 (round down).

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 model cover.

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 Demolisher

Ausrüstung: Demolisher battle cannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, 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 Demolisher, Imperium, Smoke, Vehicle, Squadron, Frame · FRAKTION Astra Militarum