

LEMAN RUSS PUNISHER

Deadly Demise D3

M10"

T11

SV2+

W13

LD7+

OC3

130 PTS
Base Hull



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy bolter

SUSTAINED HITS 1

R36"

A3

BS4+

S5

AP-1

D2

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Multi-melta

MELTA 2

R18"

A2

BS4+

S9

AP-4

D6

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Heavy flamer

IGNORES COVER

R12"

A6

BSN/A

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Punisher gatling cannon

R24"

A20

BS4+

S6

AP0

D1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Heavy stubber

RAPID FIRE 3

R36"

A3

BS4+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Hunter-killer missile

ONE SHOT

R48"

A1

BS4+

S14

AP-3

D6

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Lascannon

R48"

A1

BS4+

S12

AP-3

D6+1

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Storm bolter

RAPID FIRE 2

R24"

A2

BS4+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Plasma cannon - standard

BLAST

R36"

A3

BS4+

S7

AP-2

D1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Plasma cannon - supercharge

BLAST

HAZARDOUS

R36"

A3

BS4+

S8

AP-3

D2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

5NAHKAMPF

Armoured tracks

RMelee

A6

WS4+

S7

AP0

D1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

VERTEIDIGUNG

IMMER / EINMALIG

Mow Down the Enemy

Each time this model makes an attack with its punisher gatling cannon that targets an enemy unit (excluding Monsters and Vehicles), that attack has the [DEVASTATING WOUNDS] ability.

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 Punisher

- Ausrüstung:** Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Multi-melta, Punisher gatling cannon, 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.