

RAPIER LASER DESTROYER BATTERY [LEGENDS]

M6"

T4

SV4+

W3

LD7+

OC1

Base —

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Laser destroyer

HEAVY

TWIN-LINKED

R	A	BS	S	AP	D
36"	2	5+	12	-2	D6+1
VERWUNDET					
2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+	

4ANGRIFF

—

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1
VERWUNDET					
2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+	

VERTEIDIGUNG

—

IMMER / EINMALIG

Powerful Volley

While this unit is being affected by an Order, provided it Remained Stationary this turn, **Heavy** weapons equipped by models in this unit have the [LETHAL HITS] ability.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
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REGELN & KEYWORDS KURZ

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1-3x Rapier Laser Destroyer

Ausrüstung: Laser destroyer, Close combat weapon