IMPERIUM - ASTRA MILITARUM

SALAMANDER SCOUT VEHICLE [LEGENDS]

M	T	SV	W	LD	OC
12"	8	3+	10	7+	3

95 PTS
Base —

Deadly Demise D3 **Scouts 9"**

1 KOMMANDO

—

2 BEWEGUNG

Outflank

When this model arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

3 BESCHUSS

Autocannon

R	A	BS	S	AP	D
48"	2	4+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

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 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+

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+

4 ANGRIFF

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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

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W8 · RW 3+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9–15	S8	S5–7	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Scouts 9" This ability always takes the form Scouts 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].

AUFSTELLUNG

1x Salamander Scout Vehicle [Legends]

Ausrüstung: Autocannon, Heavy bolter, Heavy stubber, Hunter-killer missile, Storm bolter, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

KEYWORDS Salamander Scout Vehicle, Vehicle, Smoke, Imperium, Squadron, Frame · **FRAKTION** Astra Militarum