IMPERIUM - ASTRA MILITARUM

STYGIES DESTROYER TANK HUNTER [LEGENDS]

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

180 PTS
Base —

1 KOMMANDO
—

2 BEWEGUNG
—

3 BESCHUSS

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+

Stygies laser destroyer [HEAVY]

R	A	BS	S	AP	D
72"	2	4+	14	-4	D6+3

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

Tank Hunter
Each time this model makes a ranged attack that targets a Vehicle unit, add 1 to the Wound roll

4 ANGRIFF
—

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
—

∞ IMMER / EINMALIG
—

GEGEN DIESE EINHEIT
W11 · RW 2+ · 13 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12–21	S11	S6–10	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

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…

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].

AUFSTELLUNG
1x Stygies Destroyer Tank Hunter [Legends]

Ausrüstung: Heavy stubber, Hunter-killer missile, Storm bolter, Stygies laser destroyer, 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 Stygies Destroyer Tank Hunter, Vehicle, Smoke, Squadron, Imperium, Frame · **FRAKTION** Astra Militarum