IMPERIUM - ASTRA MILITARUM

ATLAS RECOVERY VEHICLE [LEGENDS]

M	T	SV	W	LD	OC
10"	9	3+	10	7+	3

80 PTS
Base —

Deadly Demise D3

1 KOMMANDO

—

2 BEWEGUNG

Recovery Vehicle

At the end of your Movement phase, you can select one friendly Astra Militarum Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.

3 BESCHUSS

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

—

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

W9 · RW 3+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	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.

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 Atlas Recovery Vehicle [Legends]

Ausrüstung: 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 Atlas Recovery Vehicle, Vehicle, Imperium, Squadron, Smoke, Frame · **FRAKTION** Astra Militarum