

IMPERIUM - ASTRA MILITARUM

LEMAN RUSS
EXTERMINATOR

Deadly Demise D3

M

10"

T

11

SV

2+

W

13

LD

7+

QC

3

160 PTS

Base Hull



3 BESCHUSS

Exterminator autocannon

RAPID FIRE 4

TWIN-LINKED

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

VERWUNDET

2+ T1-4

3+ T5-8

4+ T9

5+ T10-17

6+ T18+

Heavy bolter

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Heavy flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Heavy stubber

RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	4+	4	0	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Hunter-killer missile

ONE SHOT

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6

VERWUNDET

2+ T1-7

3+ T8-13

4+ T14

5+ T15-27

6+ T28+

Lascannon

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+ T1-6

3+ T7-11

4+ T12

5+ T13-23

6+ T24+

5 NAHKAMPF

Armoured tracks

Melee

R	A	WS	S	AP	D
6	4+	7	0	1	

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Multi-melta

MELTA 2

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

VERWUNDET

2+ T1-4

3+ T5-8

4+ T9

5+ T10-17

6+ T18+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	4+	4	0	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Plasma cannon - standard

BLAST

R	A	BS	S	AP	D
36"	D3	4+	7	-2	1

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Plasma cannon - supercharge

BLAST

HAZARDOUS

R	A	BS	S	AP	D
36"	D3	4+	8	-3	2

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

Withering Hail

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with its exterminator autocannon. Until the end of the phase, each time a friendly Astra Militarum unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

GEGEN DIESE EINHEIT

W11 · RW 2+ · 13 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS	2+ S22+	3+ S12-21	4+ S11	5+ S6-10	6+ S1-5
	DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 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.

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	 VERTEIDIGUNG	∞ IMMER / EINMALIG
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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.
- TWIN-LINKED** Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

- 1x Leman Russ Exterminator
- Ausrüstung:** Exterminator autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Multi-melta, 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.