IMPERIUM - ASTRA MILITARUM

MUNITORUM SERVITORS [LEGENDS]

M	T	SV	W	LD	OC	RW
6"	3	4+	1	8+	0	6+

35 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Heavy bolter — HEAVY · SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	6+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Multi-melta — HEAVY · MELTA 2

R	A	BS	S	AP	D
18"	2	6+	9	-4	D6

VERWUNDET

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

➤ Plasma cannon - standard — BLAST · HEAVY

R	A	BS	S	AP	D
36"	D3	6+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma cannon - supercharge — BLAST · HAZARDOUS · HEAVY

R	A	BS	S	AP	D
36"	D3	6+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4 ANGRIFF

—

5 NAHKAMPF

Servitor's servo arm

R	A	WS	S	AP	D
Melee	1	5+	6	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Mindlock

While a friendly Tech-Priest Enginseer model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by Munitorum Servitor models in this unit by 1.

Servitor Retinue

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Regimental Enginseer (a unit cannot have more than one Munitorum Servitors unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 6++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

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…

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…

MELTA This ability always takes the form [MELTA X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

4x Munitorum Servitor w/ Servitor's Servo Arm oder Munitorum Servitor w/ Special Weapon

Ausrüstung: Heavy bolter, Multi-melta, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Servitor's servo arm

▪ Each Munitorum Servitor w/ Special Weapon can replace its Heavy bolter with Multi-melta or Plasma cannon.

KEYWORDS Munitorum Servitors, Imperium, Infantry · **FRAKTION** Astra Militarum