

RAPIER LASER DESTROYER BATTERY [LEGENDS]

M

6"

T

4

SV

4+

W

3

LD

7+

OC

1

Base —

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Laser destroyer

HEAVY

TWIN-LINKED

R	A	BS	S	AP	D
36"	2	5+	12	-2	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

VERTEIDIGUNG

—

CO

IMMER / EINMALIG

Powerful Volley

While this unit is being affected by an Order, provided it Remained Stationary this turn, **Heavy** weapons equipped by models in this unit have the [LETHAL HITS] ability.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5-7	S4	S3	S1-2

RETTUNGSWURF JE DS

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

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...

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1-3x Rapier Laser Destroyer

Ausrüstung: Laser destroyer, Close combat weapon

KEYWORDS Infantry, Artillery, Grenades, Regiment, Imperium, Rapier Laser Destroyer Battery · FRAKTION Astra Militarum