

IMPERIUM - ASTRA MILITARUM

STYGIES DESTROYER TANK HUNTER [LEGENDS]

M10"

T11

SV2+

W13

LD7+

OC3

180 PTS

Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

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+

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+

Stygies laser destroyer

HEAVY

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

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

Tank Hunter

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

4ANGRIFF

5NAHKAMPF

Armoured tracks

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

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.