



1KOMMANDO

2BEWEGUNG

3BESCHUSS

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 flamer

IGNORES COVER

TORRENT

R

A

BS

S

AP

D

12"

D6

N/A

5

-1

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

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+

Wyvern quad stormshard mortar

BLAST

INDIRECT FIRE

R

A

BS

S

AP

D

48"

2D6

4+

5

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Suppression Bombardment

In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) that was hit by one or more attacks made with this model's Wyvern quad stormshard mortar. Unit the start of your next Shooting phase, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

4ANGRIFF

5NAHKAMPF

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

IMMER / EINMALIG

GEGEN DIESIE EINHEIT

W9 · RW 3+ · 11 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.

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 (round...

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...

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

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 Wyvern

Ausrüstung: Heavy bolter, Heavy flamer, Hunter-killer missile, Wyvern quad stormshard mortar, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.

KEYWORDS Wyvern, Vehicle, Imperium, Artillery, Squadron, Smoke, Frame · FRAKTION Astra Militarum