HELL'S LAST [LEGENDS]

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+

AUFSTELLUNG

1x Minka Lesk
1x Lesk's Hero oder Lesk's Hero oder Lesk's Hero oder Lesk's Hero

Equipped with: Bolt pistol, Demolitions, Hot-shot laspistol, Meltagun, Close combat weapon, Dirk, Power weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Demolitions BLAST, ONE SHOT	6"	D6	4+	9	-2	2
Hot-shot laspistol PISTOL	12"	1	3+	3	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Dirk PRECISION	Melee	3	3+	3	-1	1
Power weapon	Melee	4	3+	4	-2	1

ABILITIES

CORE - Leader

RULES - Leader, Voice Of Command

Heroic Example
While this unit's Minka Lesk model is on the battlefield, each time a model in this unit makes an attack, you can re-roll the Hit roll.

Lesk's Heroes
Add 1 to the Leadership characteristic of models in this unit and you can re-roll Battle-shock and Leadership tests taken for this unit.

Regimental Banner
Add 1 to the Objective Control characteristic of models in the bearer's unit.

Leader
This model can be attached to the following unit:

- Cadian Shock Troops

KEYWORDS: Imperium, Infantry, Grenades, Platoon, Command Squad, Hell's Last, Epic Hero, Leader

FACTION: Astra Militarum **80 PTS**

Orders (Orders)
Orders: This unit's Officer can issue 2 Orders to Regiment units.

KEYWORDS: Imperium, Infantry, Grenades, Platoon, Command Squad, Hell's Last, Epic Hero, Leader

FACTION: Astra Militarum **80 PTS**

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot

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

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.