TROJAN SUPPORT VEHICLE [LEGENDS]

M	T	SV	W	LD	OC
10"	9	3+	11	7+	2

AUFSTELLUNG

1x Trojan Support Vehicle [Legends]

Equipped with: Heavy bolter, Heavy flamer, Hunter-killer missile, Armoured tracks

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise D3

Support Vehicle

In your Command phase, select one friendly ASTRA MILITARUM VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE model makes an attack, re-roll a Hit roll of 1. The same VEHICLE model cannot be selected for both this ability and the REGIMENTAL ENGINSEER's Omnissiah's Blessing ability in the same turn, and each model can only be selected for this ability once per Command phase.

WEAPON RULES

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 model or unit the benefit of cover (e.g. Stealth).

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.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.