

LAND RAIDER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5

AUFSTELLUNG

1x Land Raider (Hull)

Equipped with: 2x Godhammer lascannon, Hunter-killer missile, Multi-melta, Storm bolter, Twin heavy bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Storm bolter.
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Multi-melta.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Godhammer lascannon	48"	2	3+	12	-3	D6+1
Hunter-killer missile <small>ONE SHOT</small>	48"	1	2+	14	-3	D6
Multi-melta <small>MELTA 2</small>	18"	2	3+	9	-4	D6
Storm bolter <small>RAPID FIRE 2</small>	24"	2	3+	5	-1	1
Twin heavy bolter <small>SUSTAINED HITS 1, TWIN-LINKED</small>	36"	3	3+	5	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

RULES - Deadly Demise D6

Assault Ramp

Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Land Raider (Transport)

Capacity: This model has a transport capacity of 12 Grey Knights Infantry models. Each Terminator model takes up the space of 2 models.



Armoured tracks	Melee	6	4+	8	0	1
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WEAPON RULES

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.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



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).

Twin-linked

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

