IMPERIUM - ASTRA MILITARUM

HELL'S LAST [LEGENDS]

80 PTS

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

5+

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

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

ABILITIES

CORE - Leader

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

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

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.

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.