IMPERIUM - ASTRA MILITARUM

# WYVERN

## 95 PTS

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

## 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 |
| Wyvern quad stormshard mortar BLAST INDIRECT FIRE TWIN-LINKED | 48" | 2D6 | 4+ | 5 | 0 | 1 |

## MELEE WEAPONS

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

### AUFSTELLUNG

1x Wyvern (Hull)

**Equipped with:** Heavy bolter, Heavy flamer, Hunter-killer missile, Wyvern quad stormshard mortar, Armoured tracks

**Wargear Options:**

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

## ABILITIES

**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.

## 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).*

**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).

**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.

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.

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

## CORE RULES

**Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").