IMPERIUM - SPACE MARINES

CAESTUS ASSAULT RAM [LEGENDS]

Combat Doctrines | Deadly Demise D6 | Hover

M	T	SV	W	LD	OC
14"	10	3+	18	6+	0

215 PTS

Base —

1 KOMMANDO

—

2 BEWEGUNG

Into the Foe

If a unit disembarks from this Transport before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

3 BESCHUSS

Firefury Missile Batteries — BLAST — IGNORES COVER

R	A	BS	S	AP	D
36"	2D6	3+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Twin Magna-Melta — MELTA 4 — TWIN-LINKED

R	A	BS	S	AP	D
18"	2	3+	12	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

4 ANGRIFF

—

5 NAHKAMPF

Armoured Hull — LANCE

R	A	WS	S	AP	D
Melee	6	4+	8	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Transport

This model has a transport capacity of 12 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

GEGEN DIESE EINHEIT

W10 · RW 3+ · 18 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

Damaged: 1-6 wounds remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise D6 This ability always takes the form Deadly Demise X.

Hover Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

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 (roun…

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 mod…

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

MELTA This ability always takes the form [MELTA X].

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

AUFSTELLUNG

1x Caestus Assault Ram [Legends]

Ausrüstung: Firefury Missile Batteries, Twin Magna-Melta, Armoured Hull

KEYWORDS Vehicle, Aircraft, Transport, Fly, Imperium, Caestus Assault Ram · **FRAKTION** Adeptus Astartes