IMPERIUM - SPACE MARINES

CARAB CULLN THE RISEN [LEGENDS]

Combat Doctrines | Deadly Demise D3

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4

250 PTS
Base —

1 KOMMANDO

Strategic Acumen

In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

2 BEWEGUNG

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3 BESCHUSS

Heavy Bolter — SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Heavy Flamer — BLAST 2 — TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Hunter-killer missile — ONE SHOT

R	A	BS	S	AP	D
48"	1	2+	14	-3	D3+3

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

Twin assault cannon — DEVASTATING WOUNDS — TWIN-LINKED

R	A	BS	S	AP	D
24"	6	3+	6	0	1

VERWUNDET

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

Death-hold

When making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

4 ANGRIFF

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5 NAHKAMPF

Tarsus Scorpii

R	A	WS	S	AP	D
Melee	5	3+	12	-3	4

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Invulnerable Save

5+

GEGEN DIESE EINHEIT

W10 · RW 2+ · 12 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
2+	3+	4+	5+	6+

Damaged: 1-4 wounds remaining
While this model has 1-4 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 D3 This ability always takes the form Deadly Demise X.

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…

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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.

AUFSTELLUNG

1x Carab Culln the Risen [Legends]

Ausrüstung: Heavy Bolter, Heavy Flamer, Hunter-killer missile, Twin assault cannon, Tarsus Scorpii

KEYWORDS Vehicle, Walker, Imperium, Smoke, Character, Epic Hero, Dreadnought, Carab Culln the Risen · **FRAKTION** Adeptus Astartes