

DROP POD

Combat Doctrines Deadly Demise 1 Deep Strike

M

-

T

7

SV

3+

W

8

LD

6+

OC

-

60 PTS

Base Hull



1

KOMMANDO

—

2

BEWEGUNG

Deployment Complete

When this unit is set up on the battlefield and all units within it have disembarked, units cannot embark within this TRANSPORT

Drop Pod Assault

- This unit must start the battle in strategic reserves.
- In your first Movement phase, this unit can make an ingress move.
- When this unit is set up, all units embarked within this unit must make a disembark/assault disembark move (pg 157), and those units must be set up more than 8" away from all enemy units.

3

BESCHUSS

—

4

ANGRIFF

—

5

NAHKAMPF

—



VERTEIDIGUNG

—



IMMER / EINMALIG

Transport

This model has a transport capacity of 12 Adeptus Astartes Infantry models. It cannot transport GRAVIS/JUMP PACK/TERMINATOR models.

GEGEN DIESE EINHEIT

W7 · RW 3+ · 8 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8-13	S7	S4-6	S1-3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

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

Deadly Demise 1 This ability always takes the form Deadly Demise X.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

AUFSTELLUNG

1x Drop Pod