

REPULSOR

Combat Doctrines Deadly Demise D6

M

10"

T

12

SV

3+

W

16

LD

6+

OC

5

190 PTS
Base 100mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Defensive Array

R	A	BS	S	AP	D
24"	18	3+	5	-1	1
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

Heavy Onslaught Gatling Cannon

DEVASTATING WOUNDS: NON-MONSTER/VEHICLE

SUSTAINED HITS 2: NON-MONSTER/VEHICLES

R	A	BS	S	AP	D
24"	12	3+	6	-1	1
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

Hunter-slayer missile

INDIRECT FIRE

ONE SHOT

R	A	BS	S	AP	D
48"	1	2+	14	-3	D3+3
VERWUNDET					
2+ T1-7	3+ T8-13	4+ T14	5+ T15-27	6+ T28+	

Las-talon

R	A	BS	S	AP	D
36"	2	3+	10	-3	D3+3
VERWUNDET					
2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+	

Twin heavy bolter

RAPID FIRE 2

SUSTAINED HITS 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	3	3+	5	-1	2
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

Twin lascannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	1	3+	12	-3	D3+3
VERWUNDET					
2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+	

4ANGRIFF

Combat Embarkation

In your opponent's Charge phase, when an enemy unit has selected charge targets, you can select one friendly unengaged Adeptus Astartes unit that was one of those charge targets and is eligible to embark within this Transport. If every model in that unit is within 3" of this Transport, that unit can embark within this Transport. That enemy unit can then select new charge targets for that charge move.

5NAHKAMPF

Armoured Hull

R	A	WS	S	AP	D
Melee	6	4+	8	0	1
VERWUNDET					
2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+	

VERTEIDIGUNG

IMMER / EINMALIG

Transport

This model has a transport capacity of 14 Adeptus Astartes Infantry models. It cannot transport Jump Pack models. Each Gravis/Terminator model takes up the space of 2 models.

GEGEN DIESE EINHEIT

W12 · RW 3+ · 16 LP je Modell

WIRD VERWUNDET MIT

2+ S24+	3+ S13-23	4+ S12	5+ S7-11	6+ S1-6
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

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.

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...

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.

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS

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

TWIN-LINKED

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

AUFSTELLUNG

1x Repulsor

Ausrüstung:

Defensive Array, Heavy Onslaught Gatling Cannon, Hunter-slayer missile, Las-talon, Twin heavy bolter, Twin lascannon, Armoured Hull

- This model can replace its Twin heavy bolter with Twin lascannon.
- This model can replace its Heavy Onslaught Gatling Cannon with Las-talon.

KEYWORDS Vehicle, Imperium, Smoke, Repulsor, Transport, Frame · FRAKTION Adeptus Astartes