

INVICTOR TACTICAL WARSUIT

Combat Doctrines Deadly Demise D3 Scouts 8"

M

10"

T

9

SV

3+

W

12

LD

6+

QC

4

135 PTS
Base 90mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Fragstorm grenade launcher

BLAST 1

R	A	BS	S	AP	D
18"	3	3+	4	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Heavy Bolter

RAPID FIRE 2

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+

Incendium Cannon

BLAST 2

TORRENT

R	A	BS	S	AP	D
12"	4	-	6	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Ironhail Heavy Stubbers

RAPID FIRE 6

R	A	BS	S	AP	D
36"	6	3+	4	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Twin Ironhail Autocannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	4	3+	9	-1	3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

4

ANGRIFF

—

5

NAHKAMPF

Invictor Fist

Melee

5

3+

12

-2

3

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

VERTEIDIGUNG

Forward Assault Warsuit

At the start of the first battle round, you can select one enemy unit to be this unit's mark:

- This unit's attacks that target this unit's mark can re-roll wound rolls of 1.
- Each time this unit's mark is destroyed, select one enemy unit to be this unit's mark.

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W9 · RW 3+ · 12 LP je Modell

WIRD VERWUNDET MIT

<div>2+</div> <div>S18+</div>	<div>3+</div> <div>S10-17</div>	<div>4+</div> <div>S9</div>	<div>5+</div> <div>S5-8</div>	<div>6+</div> <div>S1-4</div>
<div>RETTUNGSWURF JE DS</div> <div>DS 0</div> <div>3+</div>	<div>DS -1</div> <div>4+</div>	<div>DS -2</div> <div>5+</div>	<div>DS -3</div> <div>6+</div>	<div>DS -4</div> <div>-</div>

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.
Scouts 8" This ability always takes the form Scouts 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 (round...
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...
RAPID FIRE This ability always takes the form [RAPID FIRE X].
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 Invictor Tactical Warsuit
Ausrüstung: Fragstorm grenade launcher, Heavy Bolter, Incendium Cannon, Ironhail Heavy Stubbers, Twin Ironhail Autocannon, Invictor Fist
This model can replace its Incendium Cannon with Twin Ironhail Autocannon.