IMPERIUM - SPACE MARINES

THUNDERFIRE CANNON [LEGENDS]

Close-quarters | Combat Doctrines

	M	T	SV	W	LD	OC
TECHMARINE GUNN	3"	6	2+	6	6+	2
THUNDERFIRE CAN	3"	6	2+	6	6+	2

90 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Bolt pistol — CLOSE-QUARTERS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Flamer — IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Thunderfire Cannon — BLAST, INDIRECT FIRE

R	A	BS	S	AP	D
48"	D6+4	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Tremor Shells

In your Shooting phase, after this unit has shot, if an enemy Infantry unit was hit by one or more attacks made by this unit's thunderfire cannon this phase, until the end of your opponent's next turn, that enemy unit is shaken. While a unit is shaken, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

4 ANGRIFF

—

5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Gunner's Servo Arms — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	2	3	8	-2	3

VERWUNDET

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

Plasma Cutter — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	2	3+	8	-2	1

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Crewed Artillery

If one model in this unit is destroyed, the remaining model in this unit is also destroyed

GEGEN DIESE EINHEIT

Techmarine Gunner
W6 · RW 2+ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

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

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…

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

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…

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Techmarine Gunner - Equipped with: Bolt pistol, Close combat weapon, Flamer, Gunner's Servo Arms, Plasma Cutter
1x Thunderfire Cannon - Equipped with: Close combat weapon, Thunderfire Cannon

KEYWORDS Vehicle, Imperium, Thunderfire Cannon, Artillery · **FRAKTION** Adeptus Astartes