

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Demolisher Cannon

BLAST

R	A	BS	S	AP	D
24"	D6+3	3+	14	-3	D6

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

Hunter-killer missile

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+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Siege Shield

When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, 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

—

5

NAHKAMPF

Armoured Tracks

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W11 · RW 2+ · 11 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12-21	S11	S6-10	S1-5
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
2+	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 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 (round...

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].

AUFSTELLUNG

1x Vindicator [Legends]

Ausrüstung: Demolisher Cannon, Hunter-killer missile, Storm bolter, Armoured Tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.

KEYWORDS Vehicle, Smoke, Imperium, Vindicator · FRAKTION Adeptus Astartes