ASTARTES SERVITORS [LEGENDS]

M	T	SV	W	LD	OC	
6"	4	4+	1	8+	0	6+

AUFSTELLUNG

4x Astartes Servitor oder Astartes Servitor w/ Heavy Weapon

Equipped with: Heavy Bolter, Multi-melta, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Close Combat Weapon, Servitor Servo Arm

Wargear Options:

- Each Astartes Servitor w/ Heavy Weapon can replace its Heavy Bolter with Plasma cannon or Multi-melta.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolter HEAVY, RAPID FIRE 2, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Multi-melta HEAVY, MELTA 2	18"	2	4+	9	-4	D6
➤ Plasma cannon - standard BLAST, HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST, HEAVY, HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	1	5+	3	0	1

ABILITIES

RULES - Combat Doctrines

Mindlock
While a Techmarine model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by Astartes Servitor models in this unit by 1.

Servitor Retinue
At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Techmarine. If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: Infantry, Imperium, Astartes Servitors

FACTION: Adeptus Astartes **55 PTS**

Servitor Servo Arm	Melee	1	5+	6	-2	3

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*