

INVADER ATVS

M	T	SV	W	LD	OC
10"	6	3+	8	6+	2

AUFSTELLUNG

1-2x Invader ATV (Use model)

Equipped with: Bolt pistol, Multi-melta, Onslaught gatling cannon, Twin Bolt Rifle, Armoured Impact

Wargear Options:

- Each Invader ATV can replace its Onslaught gatling cannon with Multi-melta.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Onslaught gatling cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE	24"	8	3+	5	-1	1
Twin Bolt Rifle ASSAULT, RAPID FIRE 2, TWIN-LINKED	24"	2	3+	5	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	4	3+	5	0	1

ABILITIES

RULES - Close-quarters, Combat Doctrines

Aggressive Reconnaissance

In your Shooting phase, this unit's ranged attacks that target an enemy unit that is not within 6" of any other enemy units have +1 to wound rolls.



WEAPON RULES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).

Twin-linked

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