

LAND RAIDER REDEEMER

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5

AUFSTELLUNG

1x Land Raider Redeemer (Hull)

Equipped with: 2x Flamestorm Cannon, Hunter-killer missile, Multi-melta, Storm bolter, Twin assault cannon, Armoured Tracks

Wargear Options:

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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Flamestorm Cannon BLAST 2, TORRENT	12"	4	-	6	-2	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin assault cannon SUSTAINED HITS 1, TWIN-LINKED	24"	6	3+	6	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

RULES - Combat Doctrines, Deadly Demise D6

Assault Ramp

In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move (pg 157).

Transport

This model has a transport capacity of 14 Adeptus Astartes Infantry models. It cannot transport Jump Pack models. Each Gravis/Terminator model takes up the space of 2 models

Wrath of the Machine Spirit

This unit's ranged attacks that target a unit within 12" of this unit have [Devastating Wounds: non-Monster/vehicle]



Armoured Tracks	Melee	6	4+	8	0	1
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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).*

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.*

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.



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).

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.

