RELIC RAZORBACK [LEGENDS]

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

AUFSTELLUNG

1x Relic Razorback [Legends]

Equipped with: Hunter-killer missile, Multi-melta, Storm bolter, Twin assault cannon, Twin heavy bolter, Twin lascannon, Armoured Tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.
- This model can replace its Twin assault cannon with Twin heavy bolter, Twin lascannon or Multi-melta.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin assault cannon DEVASTATING WOUNDS, TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3

Fire Support
In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

Transport
This model has a transport capacity of 6 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Tacticus, Phobos, Gravis, Centurion or Terminator models.

KEYWORDS: Vehicle, Smoke, Transport, Dedicated Transport, Imperium, Relic Razorback

FACTION: Adeptus Astartes **105 PTS**

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

WEAPON RULES

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.*

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).*

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