

VENERABLE LAND RAIDER

[LEGENDS]

230 PTS

M	T	SV	W	LD	OC
10"	12	2+	16	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Godhammer lascannon	48"	2	2+	12	-3	D3+3
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1	36"	3	2+	5	-1	2
TWIN-LINKED						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Venerable Land Raider [Legends]

Equipped with: 2x Godhammer lascannon, Hunter-killer missile, Storm bolter, Twin heavy bolter, Armoured tracks

Wargear Options:

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

ABILITIES

Assault Ramp

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

Venerable Land Raider (Transport)

Capacity: This model has a transport capacity of 6 ADEPTUS CUSTODES INFANTRY models.

WEAPON RULES

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.



CORE RULES

◆ **Aegis of the Emperor**

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

◆ **Deadly Demise D6**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

