

ASTARTES SERVITORS

[LEGENDS]

55 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolter HEAVY 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
Servitor Servo Arm	Melee	1	5+	6	-2	3

ABILITIES

- 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.

WEAPON ABILITIES

- 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.

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.

KEYWORDS: Infantry,
Imperium, Astartes Servitors
FACTION KEYWORDS:
Adeptus Astartes

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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.

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).

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