

# VINDICATOR LASER DESTROYER [LEGENDS] 175 PTS

| M  | T  | Sv | W  | LD | OC |
|----|----|----|----|----|----|
| 9" | 11 | 2+ | 11 | 6+ | 3  |

## RANGED WEAPONS

| WEAPON                                                     | RANGE | A | BS | S  | AP | D    |
|------------------------------------------------------------|-------|---|----|----|----|------|
| Hunter-killer missile<br><b>ONE SHOT</b>                   | 48"   | 1 | 2+ | 14 | -3 | D6   |
| Storm bolter<br><b>RAPID FIRE 2</b>                        | 24"   | 2 | 3+ | 4  | 0  | 1    |
| ► Laservolley cannon - overcharge fire<br><b>HAZARDOUS</b> | 36"   | 3 | 3+ | 14 | -4 | D6+3 |
| ► Laservolley cannon - volley fire                         | 36"   | 3 | 3+ | 12 | -3 | D3+3 |

## MELEE WEAPONS

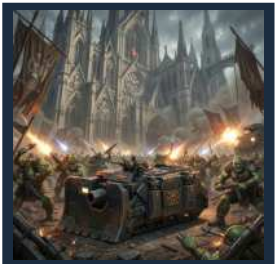
| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 3 | 4+ | 6 | 0  | 1 |

## ABILITIES

- Annihilator**  
Each time this model makes a ranged attack that targets a MONSTER or VEHICLE unit, re-roll a Damage roll of 1.
- Damaged: 1-4 wounds remaining**  
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

## WEAPON ABILITIES

- 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.
- 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).*



### AUFSTELLUNG

1x Vindicator Laser Destroyer [Legends]

**Equipped with:** Hunter-killer missile, Storm bolter, ► Laservolley cannon - overcharge fire, ► Laservolley cannon - volley fire, Armoured tracks

**Wargear Options:**

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



**KEYWORDS:** Vehicle, Smoke, Imperium, Vindicator Laser Destroyer

**FACTION KEYWORDS:** Adeptus Astartes

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## CORE RULES

### Deadly Demise D3

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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**KEYWORDS:** Vehicle,  
Smoke, Imperium, Vindicator  
Laser Destroyer  
**FACTION KEYWORDS:**  
Adeptus Astartes