

PRAETOR [LEGENDS] - IMPERIUM - ASTRA  
MILITARUM

275 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

AUFSTELLUNG

1x Praetor [Legends]

Equipped with: Heavy bolter, Heavy stubber, Storm bolter, ➤ Praetor launcher - firestorm, ➤ Praetor launcher - foehammer, Armoured tracks

Wargear Options:

■ This model can be equipped with one of: Heavy stubber, Storm bolter.

KEYWORDS: Vehicle, Imperium, Squadron, Smoke, Praetor, Frame

FACTION KEYWORDS: Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                                                          | RANGE | A    | BS | S | AP | D |
|-------------------------------------------------------------------------------------------------|-------|------|----|---|----|---|
| Heavy bolter<br>SUSTAINED HITS 1                                                                | 36"   | 3    | 4+ | 5 | -1 | 2 |
| Heavy stubber<br>RAPID FIRE 3                                                                   | 36"   | 3    | 4+ | 4 | 0  | 1 |
| Storm bolter<br>RAPID FIRE 2                                                                    | 24"   | 2    | 4+ | 4 | 0  | 1 |
| ➤ Praetor launcher - firestorm<br>BLAST, HEAVY, IGNORES COVER, INDIRECT FIRE                    | 120"  | 2D6  | 4+ | 6 | -1 | 2 |
| ➤ Praetor launcher - foehammer<br>ANTI-MONSTER 4+, ANTI-VEHICLE 4+, BLAST, HEAVY, INDIRECT FIRE | 120"  | D6+1 | 4+ | 4 | -2 | 3 |

✂ MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 6 | 4+ | 7 | 0  | 1 |

ABILITIES

Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Targeting Coordinates

While this model is being affected by an Order, each time it makes an attack with its Praetor launcher, it does not suffer the penalty to the Hit roll for attacking a unit that is not visible to it.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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).

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.

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- Ignores Cover**

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Indirect Fire**

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- 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).*

## CORE RULES

- 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").

*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.*