

RAPIER LASER DESTROYER BATTERY

[LEGENDS] - IMPERIUM - ASTRA MILITARUM - LIBRARY

M	T	Sv	W	LD	OC
6"	4	4+	3	7+	1

AUFSTELLUNG 1-3x Rapier Laser Destroyer Equipped with: Laser destroyer, Close combat weapon	KEYWORDS: Infantry, Artillery, Grenades, Regiment, Imperium, Rapier Laser Destroyer Battery FACTION KEYWORDS: Astra Militarum
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laser destroyer HEAVY, TWIN-LINKED	36"	2	5+	12	-2	D6+1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

Powerful Volley While this unit is being affected by an Order, provided it Remained Stationary this turn, Heavy weapons equipped by models in this unit have the [LETHAL HITS] ability.
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WEAPON ABILITIES

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