

INVADER ATV - IMPERIUM - SPACE MARINES

60 PTS

M	T	Sv	W	LD	OC
12"	5	3+	8	6+	2

AUFSTELLUNG
1x Invader ATV
Equipped with: Bolt pistol, Multi-melta, Onslaught gatling cannon, Twin bolt rifle, Close combat weapon
Wargear Options:
■ This model can replace its Onslaught gatling cannon with Multi-melta.

KEYWORDS: Mounted, Grenades, Imperium, Invader ATV, Frame
FACTION KEYWORDS: Adeptus Astartes

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	3+	5	0	1
Twin bolt rifle TWIN-LINKED	24"	2	3+	4	-1	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1

ABILITIES

Outrider Escort
Once per turn, in your opponent's Shooting phase, when another friendly Adeptus Astartes Mounted unit within 6" of this model is selected as the target of an attack, one model from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, that model can shoot as if it were your Shooting phase , but when resolving those attacks it can only target that enemy unit [and only if it is an eligible target].

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

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

CORE RULES

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Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.