

REPULSOR - IMPERIUM - SPACE MARINES

170 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	6+	5

AUFSTELLUNG
1x Repulsor
Equipped with: Heavy Onslaught Gatling Cannon, Hunter-slayer missile, Las-talon, Repulsor Defensive Array, Twin heavy bolter, Twin lascannon, Armoured Hull
Wargear Options:

- This model can replace its Twin heavy bolter with Twin lascannon.
- This model can replace its Heavy Onslaught Gatling Cannon with Las-talon.

KEYWORDS: Vehicle, Imperium, Smoke, Repulsor, Transport, Frame
FACTION KEYWORDS: Adeptus Astartes

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS	24"	12	3+	6	0	1
Hunter-slayer missile INDIRECT FIRE, ONE SHOT	48"	1	2+	14	-3	D6
Las-talon	36"	2	3+	10	-3	D6+1
Repulsor Defensive Array	24"	18	3+	4	0	1
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	8	0	1

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emergency Combat Embarkation
Once per turn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one Adeptus Astartes unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of any enemy units and every model in that unit is within 3" of this Transport, it can embark within this Transport. The charging unit can then select new targets for its charge.

Transport
This model has a transport capacity of 14 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

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.*

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

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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.

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).*

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

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.