

RAPIER CARRIER [LEGENDS]

M	T	SV	W	LD	OC
3"	6	2+	6	6+	2

AUFSTELLUNG

1x Rapier Carrier [Legends]

Equipped with: Boltgun, Graviton cannon, Laser destroyer, Quad heavy bolter, ► Quad launcher - shatter shells, ► Quad launcher - thunderfire shells, Close combat weapon

Wargear Options:

- This model can replace its Quad heavy bolter with Graviton cannon, Laser destroyer or Quad launcher.

⊕ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Graviton cannon ANTI-VEHICLE 2+, BLAST, HEAVY	36"	D6	3+	6	-2	2
Laser destroyer HEAVY	36"	3	3+	14	-4	D6+1
Quad heavy bolter HEAVY, TWIN-LINKED, SUSTAINED HITS 1	36"	6	3+	5	-1	2
► Quad launcher - shatter shells HEAVY	24"	4	3+	9	-2	3
► Quad launcher - thunderfire shells BLAST, HEAVY, INDIRECT FIRE	60"	D6+4	3+	5	0	1

✂ MELEE WEAPONS

ABILITIES

Powerful Volley

Each time this model shoots in your Shooting phase, provided it Remained Stationary this turn, all **[HEAVY]** weapons equipped by models in this unit have the **[LETHAL HITS]** ability.



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

WEAPON RULES

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.

Indirect Fire

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

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.