

# AQUILA LANDER [LEGENDS]

120 PTS



| M   | T | SV | W  | LD | OC |
|-----|---|----|----|----|----|
| 14" | 9 | 3+ | 12 | 7+ | 0  |

## RANGED WEAPONS

| WEAPON       | RANGE | A | BS | S | AP | D |
|--------------|-------|---|----|---|----|---|
| Autocannon   | 48"   | 2 | 4+ | 9 | -1 | 3 |
| Heavy bolter | 36"   | 3 | 4+ | 5 | -1 | 2 |
| Multi-laser  | 36"   | 4 | 4+ | 6 | 0  | 1 |

## MELEE WEAPONS

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Armoured hull | Melee | 3 | 4+ | 6 | 0  | 1 |

### AUFSTELLUNG

1x Aquila Lander [Legends]

**Equipped with:** Autocannon, Heavy bolter, Multi-laser, Armoured hull

#### Wargear Options:

- This model can replace its Heavy bolter with Autocannon or Multi-laser.

## ABILITIES

### Aerial Deployment

If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

### Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

### Transport (Transport)

Capacity: This model has a transport capacity of 12 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

## WEAPON RULES

### 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 D3

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").

### Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

