

# ARVUS LIGHTER [LEGENDS]

95 PTS



| M   | T | SV | W | LD | OC |
|-----|---|----|---|----|----|
| 14" | 8 | 3+ | 8 | 7+ | 0  |

## ⚔ MELEE WEAPONS

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Armoured Hull | Melee | 2 | 4+ | 5 | 0  | 1 |

### AUFSTELLUNG

1x Arvus Lighter [Legends]

Equipped with: Armoured Hull

## 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.

### 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. It cannot transport Ogryn or Artillery models.

## CORE RULES

### ◆ Deadly Demise 1

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.

