

DROP POD

60 PTS



M	T	SV	W	LD	OC
-	7	3+	8	6+	0

AUFSTELLUNG
1x Drop Pod

ABILITIES

Combat Disembarkation

Each time a unit disembarks from this model after it has been set up on the battlefield, that unit is still eligible to declare a charge this turn

Deployment Complete

Once this unit is set up on the battlefield and all units within it have disembarked, until the end of the battle, units cannot embark within this TRANSPORT

Drop Pod Assault

This model must start the battle in Reserves and can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 8" away from all enemy models.

Transport

This model has a transport capacity of 12 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Gravis, Centurion or Terminator 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").

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

