

RAPIER CARRIER

[LEGENDS]

90 PTS

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

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

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

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.

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 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.