

VINDICATOR LASER DESTROYER

[LEGENDS]

175 PTS



M	T	SV	W	LD	OC
9"	11	2+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Laservolley cannon - overcharge fire HAZARDOUS	36"	3	3+	14	-4	D6+3
► Laservolley cannon - volley fire	36"	3	3+	12	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Vindicator Laser Destroyer [Legends]

Equipped with: Hunter-killer missile, Storm bolter, ► Laservolley cannon - overcharge fire, ► Laservolley cannon - volley fire, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.

ABILITIES

Annihilator

Each time this model makes a ranged attack that targets a MONSTER or VEHICLE unit, re-roll a Damage roll of 1.

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.

WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle. If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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").

