

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY
310	2	1	Dark Angels
POINTS	CP	DETACHMENT"	UNITS
310	-1	Aux support	Land Raider Crusader (A);

LAND RAIDER CRUSADER (A) (HEAVY) (310 PTS) MODELS X 1



MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
[10][5][3]	6+	[3+][4+][5+]	8	8	[0-7][8-11][12-16]	[6][D6][1]	8	2+	-

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Basic melee	Melee	Melee	user (8)	0	1	-	0
Hurricane bolter	24	Rapid Fire 6	4	0	1	-	10
Twin assault cannon	24	Heavy 12	6	-1	1	-	44
Storm bolter	24	Rapid Fire 2	4	0	1	-	2

ABILITIES

POWER OF THE MACHINE SPIRIT	This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
FRAG ASSAULT LAUNCHERS	Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.
TRANSPORT	This model can transport 16 DARK ANGELS INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It cannot transport PRIMARIS models.
SMOKE LAUNCHERS	Once per game, instead of shooting any weapons in the Shooting phase; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
EXPLODES	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ each unit within 6" suffers D6 mortal wounds.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER