

Land Raider Proteus Explorator	[305Pts]
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Special Rules	Power Of The Machine Spirit, Scout, Explorator Augury Web, Smoke, Vox Disruptor
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Move	WS	BS	S	Front	Side	Rear	I	A	HP	CAP
12"	-	(4) 3+	-	14	14	14	-	-	5	8

Weapon	Range	Strength	AP	Type
Hunter Killer Missile	48"	8	3	Heavy 1, One Shot
Gravis Lascannon	48"	9	2	Heavy 2, Sunder
Twin-Linked Lascannon	48"	9	2	Heavy 1, Sunder, Twin-Linked

Rules	Description
Power Of The Machine Spirit	A Vehicle with this special rule may attack different targets with each Ranged weapon it is permitted to fire during any Shooting Attack.
Reinforced	A model with the Reinforced Sub-type ignores the effects of any Crew Shaken result on the Vehicle Damage table\ A model with the Reinforced Sub-type does not have to make Snap Shots due to the effects of the Crew Stunned result on the Vehicle Damage table (but still cannot move or pivot until the end of its next turn).
Sunder	Attacks with this special rule may re-roll failed Armour Penetration rolls against Vehicles and Buildings (both with Shooting Attacks and in close combat) and re-roll Glancing Hits, in an attempt to instead get a Penetrating Hit, but the second result must be kept.
Twin-Linked	When attacking with a weapon that has this special rule, the controlling player may re-roll all failed To Hit rolls.
Searchlights	A model with searchlights ignores the 24" limit to line of sight imposed by the Night Fighting rules when making Shooting Attacks, however enemy units also ignore that same restriction when making Shooting Attacks that target a model with searchlights.
Vox Disruptor Array	At the start of each Game Turn you can declare whether each vox disruptor array in your army is turned on or turned off. While there is at least one model on the battlefield with a vox disruptor array turned on, regardless of whether that model is enemy or friendly, any attempt to perform a Deep Strike Assault, Drop Pod Assault, Area Denial Drop or Subterranean Assault during that turn is Disordered on the roll of a '1', '2' or '3' instead of just on a '1'

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Rules	Description
Explorator Augury Web	<p>At the start of each of the controlling player's turns, that player may choose to activate the explorator augury web in either Disruption or Relay mode, the effects of which last until the beginning of the controlling player's next turn:</p> <ul style="list-style-type: none"> • Disruption Mode: Any Reserves rolls made by an enemy player to bring units into play from Reserve are modified by -1 while this mode is active. This modifier does not stack with any other negative modifiers to Reserves rolls – use the highest single modifier instead. However, once the final negative modifier to a Reserves roll is determined, it can be reduced by any positive modifiers applied to the roll (for example if a Reserves roll was affected by both a -1 and +1 modifier then they would cancel each other and no modifier would be applied). • Relay Mode: Any Reserves rolls made by the controlling player to bring units into play from Reserves may be rerolled while this mode is active.
Smoke Launchers	<p>The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.</p>
Scout	<p>After both sides have deployed (including Infiltrators), but before the first player begins their first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, Dreadnought or Automata, each model can redeploy anywhere entirely within 6" of its current position. If it is any other Unit Type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts can move outside the owning player's Deployment Zone, but must remain more than 9" away from any enemy unit. A unit that makes a Scout redeployment cannot Charge in the first Game Turn. A unit cannot Embark or Disembark as part of a Scout redeployment. If both sides have Scouts, roll off; the winner decides who redeploys first. Then alternate redeploying Scout units one at a time. If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a Disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is Embarked upon it. Having Scout also confers the Outflank special rule to units of Scouts that are kept as Reserves (see page 309). Infiltrate and Scout If a unit has both the Infiltrate and Scout special rules, that unit can deploy as per the Infiltrate special rule and then redeploy as per the Scout special rule.</p>