

Mechanicum Land Raider Phobos	[250Pts]
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Special Rules	Power of the machine spirit, Reinforced
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Move	WS	BS	S	Front	Side	Rear	I	A	HP	CAP
12"	-	(4) 3+	-	14	14	14	-	-	5	12



Weapon	Range	Strength	AP	Type
Hunter Killer Missile	48"	8	3	Heavy 1, One Shot
Lascannon	48"	9	2	Heavy 1, Sunder
Twin-Linked Lascannon	48"	9	2	Heavy 1, Sunder, Twin-Linked
Twin-Linked Bolter	24"	4	5	Rapid-Fire, 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.
Rapid-Fire	Fire 2x at Half Range
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.