Imperial Landing Vessel
(siege scenery) - COST: 400pt (1 each 5.000 pt)

The landing ships of the Imperial is a massive, slow and enormous space vessel, used by the Imperium for the deployment of forces from one point to another planet, but more often by Imperial spaceships to the planet. Born from the same philosophy that gave birth to the Imperial Capitol, the Imperial landing ship fully complies with the role for which it was created. Slow but massive deployments of troops on the battlefield. Usually, it is used to deploy troops outside the field of battle, but often we have seen land in theaters of war.

- The landing ship can only be used as carrier aviation, not as Planetfall.
- The landing ship can carry only the action of landing on the gturn, but can not perform the engagement.
- The landing ship, once activated, can be landed two detachments slots per turn, the first slot will land at the time of landing and attack with the vessel from landing itself, and to the regulations, has already completed its action for that turn, the area for the deployment / detachment and / i is not of 5cm, 15cm but the facing of the door of the vessel.
- If there are other companies within the vessel from landing, are likely to land (1 slot per turn) as a movement against charges if the vessel is engaged.
- airlines after the first, landing with their normal shooting of initiative, and may make any order provided that includes a movement.
- The landing ship is too slow to get up in the air the same turn, and may do so only at the end phase of the next turn than the turn in which it arrived.
- Once on the gturn, the landing vessel shall be considered an waregine gturn.

The Imperial landing vessel have iniziative of 1+.

Type	Speed	Armour	CC	Firefight
War Engine	bomber	4+	6+	4+
Weapon	**Range**	**Firepower**		
6x defensiv requiem turrets	30cm	AF5+ / AT6+/ AA6+	All around. Line of sight.	

Notes: DC: 6. Void Shield: 4; Reinforced armour, tick rear armour, fearless. Once landed, the infantry can stay on the ramparts (the ones we are), and count as if they were in a building.
Transport: Transport has 4 slots.
* A company completes major upgrade of its occupies 2 slots. * A support company occupies 1 slot.
Critical: the plasma generator to be overloaded, causing extra 1D3 damage. 2d6 troops inside are hit by an attack macroweapon, chosen by the player who uses the vessel. A blast markers for each unit lost.
If destroyed in flight, falling to 3d6cm at random, place the figure at the center barrage. All hit the 4 + MW.