

GORGON HEAVY TRANSPORT [LEGENDS]

275 PTS

M	T	Sv	W	LD	OC
9"	13	2+	20	7+	8

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Gorgon mortar BLAST INDIRECT FIRE	48"	D6	4+	5	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Twin heavy stubber RAPID FIRE 3 TWIN-LINKED	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Landing ramp	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-7 Wounds Remaining**
While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Invulnerable Save (5+*)**
This model has a 5+ invulnerable save against ranged attacks.
- Mount Up!**
At the end of your opponent's Movement phase, if there are no models currently embarked within this Transport, you can select one friendly Astra Militarum Infantry unit (excluding Artillery units) that is wholly within 6" of this Transport. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport.

TRANSPORT

Gorgon Heavy Transport
This model has a transport capacity of 30 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

WEAPON ABILITIES

AUFSTELLUNG

1x Gorgon Heavy Transport
[Legends]

Equipped with: 2x Gorgon mortar, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Twin heavy stubber, Landing ramp

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its 2 Gorgon Mortars with 4 Heavy Bolters, 4 Heavy Flamers or 4 Heavy Stubbers.

KEYWORDS: Gorgon Heavy Transport, Vehicle, Smoke, Transport, Imperium, Titanic, Frame
FACTION KEYWORDS: Astra Militarum

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Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

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).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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