# TARANTULA BATTERY [LEGENDS]

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| - | 5 | 3+ | 4 | 7+ | 0 |

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Twin heavy bolter<br>**SUSTAINED HITS 1**<br>**TWIN-LINKED** | 36" | 3 | 4+ | 5 | -1 | 2 |
| Twin lascannon<br>**TWIN-LINKED** | 48" | 1 | 4+ | 12 | -3 | D6+1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Close combat weapon | Melee | 2 | 4+ | 3 | 0 | 1 |

## ABILITIES

**Sentry Programming**
You can target this unit with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

## WEAPON ABILITIES

**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).*

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

## CORE RULES

**Deadly Demise 1**
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.*

## AUFSTELLUNG

1-3x Tarantula w/ twin heavy bolter oder Tarantula w/ twin lascannon

**Equipped with:** Twin heavy bolter, Twin lascannon, Close combat weapon

**KEYWORDS:** Vehicle, Imperium, Tarantula Battery
**FACTION KEYWORDS:** Astra Militarum