# MEDUSA CARRIAGE BATTERY [LEGENDS] - IMPERIUM - ASTRA MILITARUM

**125 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 4" | 7 | 4+ | 6 | 7+ | 2 |

**AUFSTELLUNG**

1x Medusa Carriage Battery [Legends]

**Equipped with:** Medusa siege cannon, Battery close combat weapons

**KEYWORDS:** Vehicle, Infantry, Artillery, Imperium, Grenades, Regiment, Medusa Carriage Battery

**FACTION KEYWORDS:** Astra Militarum

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Medusa siege cannon<br>BLAST, HEAVY, INDIRECT FIRE | 36" | D6 | 5+ | 10 | -3 | 3 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Battery close combat weapons | Melee | 5 | 4+ | 3 | 0 | 1 |

## ABILITIES

**Siege Bombardment**
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

## WEAPON ABILITIES

**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).*

**Heavy**
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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