

MEDUSA CARRIAGE BATTERY [LEGENDS]

M4"

T7

SV4+

W6

LD7+

OC2

125 PTS

Base —

x3



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Medusa siege cannon **BLAST** **HEAVY**

INDIRECT FIRE

R	A	BS	S	AP	D
36"	D6	5+	10	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

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.

4ANGRIFF

5NAHKAMPF

Battery close combat weapons

R	A	WS	S	AP	D
Melee	5	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

VERTEIDIGUNG

∞IMMER / EINMALIG

GEGEN DIESE EINHEIT

W7 · RW 4+ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8-13	S7	S4-6	S1-3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	6+	-	-

REGELN & KEYWORDS KURZ

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 (roun...

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 unen...

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

AUFSTELLUNG

1x Medusa Carriage Battery [Legends]

Ausrüstung: Medusa siege cannon, Battery close combat weapons

KEYWORDS Vehicle, Infantry, Artillery, Imperium, Grenades, Regiment, Medusa Carriage Battery · FRAKTION Astra Militarum