ARMAGEDDON-PATTERN MEDUSA [LEGENDS]

Deadly Demise D3

M	T	SV	W	LD	OC
10"	9	3+	11	7+	3

105 PTS
Base —

1 KOMMANDO —

2 BEWEGUNG —

3 BESCHUSS

Heavy bolter — SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Heavy flamer — IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Heavy stubber — RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Hunter-killer missile — ONE SHOT

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

Medusa siege cannon — BLAST, INDIRECT FIRE

R	A	BS	S	AP	D
36"	D6	4+	12	-2	4

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Storm bolter — RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Pinning Bombardment

In your Shooting phase, after this model has shot, if one or more of those attacks made with its Medusa siege cannon scored a hit against an enemy Infantry unit, that unit must take a Battle-shock test.

4 ANGRIFF —

5 NAHKAMPF

Armoured tracks

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG —

∞ IMMER / EINMALIG —

GEGEN DIESE EINHEIT

W9 · RW 3+ · 11 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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…

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 mod…

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.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Armageddon-pattern Medusa [Legends]

Ausrüstung: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Medusa siege cannon, Storm bolter, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

KEYWORDS Armageddon-pattern Medusa, Vehicle, Artillery, Imperium, Squadron, Smoke, Frame · **FRAKTION** Astra Militarum