

GORGON HEAVY TRANSPORT [LEGENDS]

M

9"

T

13

SV

2+

W

20

LD

7+

OC

8

RW

5+*

275 PTS

Base —

Deadly Demise D6+2

1KOMMANDO

—

2BEWEGUNG

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.

3BESCHUSS

2x Gorgon mortar **BLAST**
INDIRECT FIRE

R	A	BS	S	AP	D
48"	D6	4+	5	0	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Heavy bolter **SUSTAINED HITS 1**

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Heavy flamer **IGNORES COVER**
TORRENT

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Heavy stubber **RAPID FIRE 3**

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Hunter-killer missile **ONE SHOT**

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

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

Twin heavy stubber **RAPID FIRE 3**
TWIN-LINKED

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Invulnerable Save (5+*)
This model has a 5+ invulnerable save against ranged attacks.

4ANGRIFF

—

5NAHKAMPF

Landing ramp

R	A	WS	S	AP	D
Melee	6	4+	8	0	1

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT
W13 · RW 2+ · 5+*** · 20 LP je Modell
WIRD VERWUNDET MIT

2+

S26+

3+

S14-25

4+

S13

5+

S7-12

6+

S1-6

RETTUNGSWURF JE DS
DS 0
2+

DS -1

DS -2

DS -3

DS -4

3+

4+

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.

REGELN & KEYWORDS KURZ
Deadly Demise D6+2 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.

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

AUFSTELLUNG
1x Gorgon Heavy Transport [Legends]

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

- 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.

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.