IMPERIUM - ASTRA MILITARUM

MEDUSA CARRIAGE BATTERY [LEGENDS]

M	T	SV	W	LD	OC
4"	7	4+	6	7+	2

125 PTS
Base —

1 KOMMANDO
—

2 BEWEGUNG
—

3 BESCHUSS

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.

4 ANGRIFF
—

5 NAHKAMPF

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