

MINOTAUR

[LEGENDS]

Deadly Demise D6

M

10"

T

11

SV

2+

W

18

LD

7+

OC

5

225 PTS

Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Minotaur twin earthshaker cannon

BLAST

INDIRECT FIRE

TWIN-LINKED

R

A

BS

S

AP

D

240"

D6+3

4+

8

-2

2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

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

Armoured Frontis

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

GEGEN DIESE EINHEIT

W11 · RW 2+ · 18 LP je Modell

WIRD VERWUNDET MIT

2+

3+

4+

5+

6+

S22+

S12-21

S11

S6-10

S1-5

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

2+

3+

4+

5+

6+

Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6 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...

INDIRECT FIRE

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

TWIN-LINKED

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

AUFSTELLUNG

1x Minotaur [Legends]

Ausrüstung: Minotaur twin earthshaker cannon, Armoured tracks