

MINOTAUR [LEGENDS]

M	T	SV	W	LD	OC
10"	11	2+	18	7+	5

AUFSTELLUNG

1x Minotaur [Legends]

Equipped with: Minotaur twin earthshaker cannon,
Armoured tracks

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Minotaur twin earthshaker cannon <small>BLAST, INDIRECT FIRE, TWIN-LINKED</small>	240"	D6+3	4+	8	-2	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise D6

Armoured Frontis

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

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.

WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



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.

