

STYGIES DESTROYER TANK HUNTER [LEGENDS]

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

AUFSTELLUNG

1x Stygies Destroyer Tank Hunter [Legends]

Equipped with: Heavy stubber, Hunter-killer missile, Storm bolter, Stygies laser destroyer, Armoured tracks

Wargear Options:

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

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Stygies laser destroyer HEAVY	72"	2	4+	14	-4	D6+3

⚔ MELEE WEAPONS

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

ABILITIES

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.

Tank Hunter

Each time this model makes a ranged attack that targets a Vehicle unit, add 1 to the Wound roll

WEAPON RULES

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.



One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

