DOOM SCYTHE

M	T	SV	W	LD	OC
-	9	3+	12	7+	-

AUFSTELLUNG

1x Doom Scythe (120x92mm Oval Base)

Equipped with: Heavy death ray, Twin tesla destructor, Armoured bulk

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy death ray SUSTAINED HITS D3	36"	3	3+	16	-4	D6+1
Twin tesla destructor SUSTAINED HITS 2, TWIN-LINKED	36"	6	3+	8	0	2

MELEE WEAPONS

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

ABILITIES

RULES - Deadly Demise D3, Reanimation Protocols

Atavistic Instigation
Each time this model targets an enemy unit with its heavy death ray, your opponent must declare if that unit will stand firm or duck for cover:

- If it stands firm, when resolving attacks against that unit this phase, a successful unmodified Hit roll of 5+ scores a Critical Hit.
- If it ducks for cover, until the start of your next Shooting phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

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.

WEAPON RULES

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked

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